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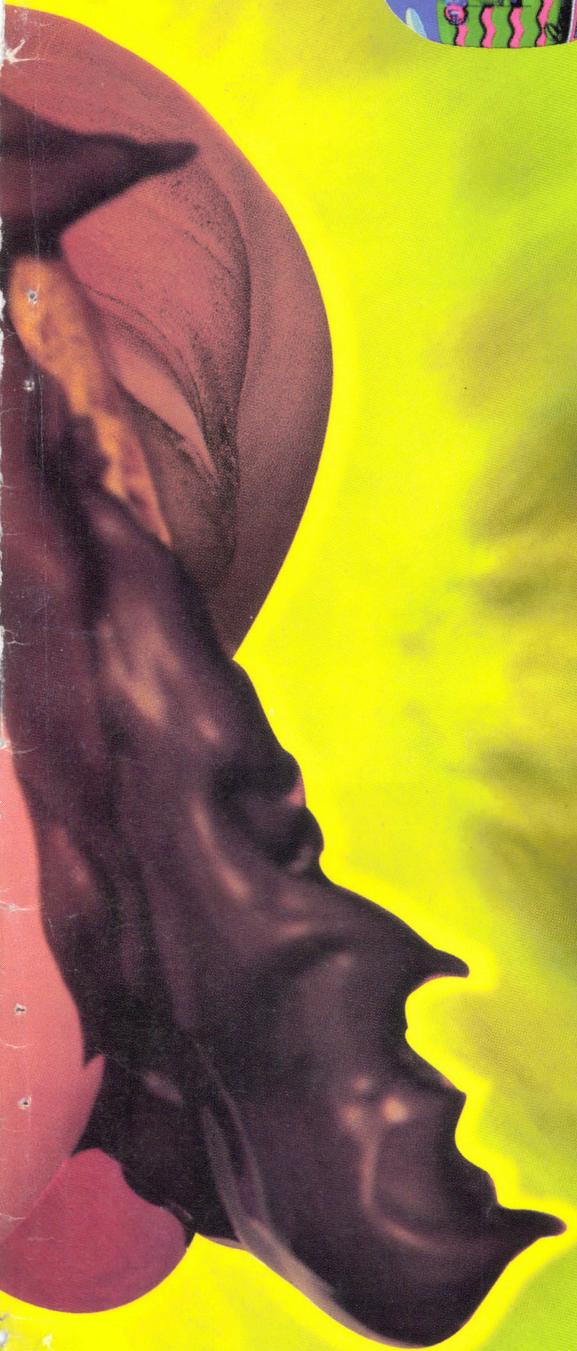


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A vibrant, close-up photograph of Kirby, the pink, round, star-shaped character from the Nintendo game series. He is holding a S'more sandwich in his hand. The S'more consists of two graham crackers with a layer of marshmallow in between. Kirby's face is visible, looking slightly to the right with a neutral expression. The background is a bright yellow-green gradient.

You like Kirby?
You have S'MORE.



This Kirby may carry a Wand,
but he ain't no fairy godmother.



Swords, bombs, boomerangs,
hammers. This is some serious
marshmallow carnage!

Get ready for a **smorgasbord** of Kirby action.

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In this world, **you are who you eat.** Chow down on a ninja and Kirby goes kung-fu fighting! He can even **hock up** the bad guys and use them as helpers. So prepare yourself. 'Cause this time, the marshmallow's doing the roasting.

**Play it
Low.**

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SEPTEMBER 1996

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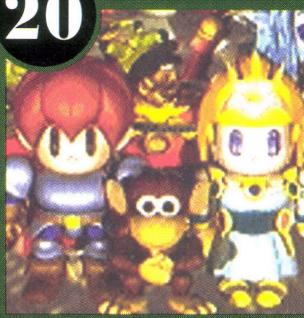
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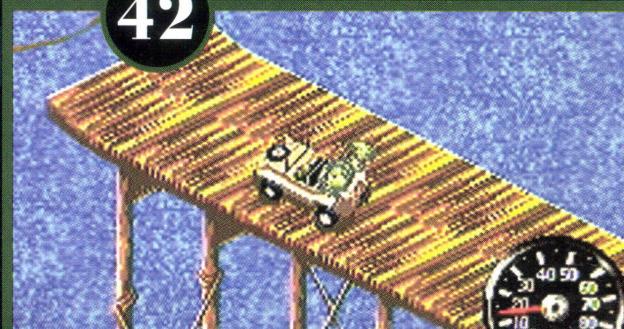
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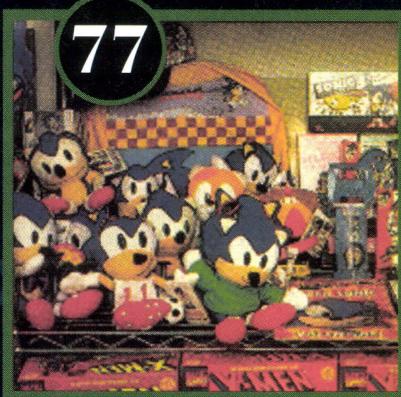
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The clock is running your adrenaline is pumping
sweat is dripping into your eyes as you
feel your muscles tensing and you prepare to
make the move that for just one fraction of a second will send you
soaring right over that other guy in your
quest to feel the exquisite rush of head
connecting with ball and in one brilliant blinding
flash wonder how anyone can actually
believe that this is just a game.

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Power Up!



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When Editor in Chief **Chris Bieniek** was a kid, he and his brother Jon sabotaged a full-sized G.I. Joe action figure by pulling Joe's arm out of its socket and stuffing his body cavity with Kraft cheese slices. After a week or so, their mom noticed the smell and made them get rid of the hapless hero, who remains buried in a backyard on the South Side of Chicago.



Executive Editor **Betty Hallock** celebrated the 100th birthday of the Tootsie Roll by eating one. It happens to be one of her favorite snacks. Others may scoff at waxy chocolate, but Betty thinks it both satisfyingly chewy and tasty. She also likes candy corn—another candy that many consider subpar. Betty hears it's kind of fun to get plastic surgery in Brazil. She likes rude Barbie stories.



Art Director **Ione Flores** would like to vacation in Bali. Her favorite color is black, and her favorite food is lasagna. Her favorite hair product is Ecoly's cucumber shampoo and she loves soccer. Ione often wonders if Scooby Doo was on drugs, because his eyes were always crossed and he always acted paranoid.



Senior Editor **Nikos Constant** likes the poetry of Dennis Nurkse because he likes Brooklyn. Nikos also likes paella, bacon, robots, Nivea Ultra Moisturizing Creme, the Pepperidge Farm Orange Milano, Shelley Winters, Greek tragedies and club soda. He hopes to one day attain a fairly accurate command of Brazilian Portuguese. The last good movie he saw was *Striptease*.



Wataru Maruyama has been working on his illustration collection, which will be available next year (published by himself or somebody else). He's saving his money to buy a Toyota RAV-4, a four-door model in Iceland Green. He's been eating a lot of Indian food lately. He can eat about ten pieces of Tandoori chicken at any one sitting.



Tyrone Rodriguez doesn't think Spam's all that bad—especially Spam Lite. Fry it up in a pan with a little ketchup, and it's delicious. He tries to drink at least two liters of water every day. He says everyone should, as it's good for you. So is Rollerblading. He thinks it interesting that Rollerblading is more socially acceptable in New York than California among hipsters.

On the cover: *Virtual On* © 1996 Sega. All rights reserved.

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Got a cool cheat, code or combo that hasn't been printed anywhere else? Send your tips, tricks questions and comments to:

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We can't respond to every letter we receive, but we do read them all and we enjoy hearing from you.

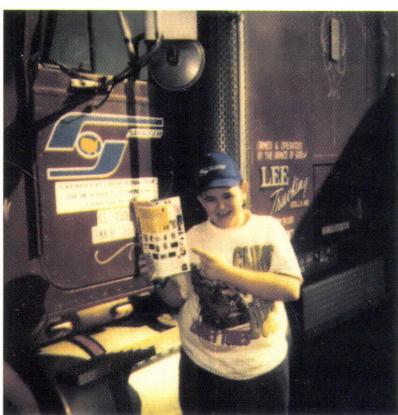
THANKS FOR THE PICTURE

Please find enclosed a picture of myself and the solution to your film contest in the June issue. The movie in question is called *Bullit*.

My name is W. Michael Lee. I'm 12 years old, and I ride with my dad on his truck every summer. We have a TV/VCR and about 100 movies in the truck, and *Bullit* just happens to be one of them.

Thanking you in advance,

—W. Michael Lee
Rolla, MO



[*Betty responds:*]
Dear W. Michael,

I'm sorry you won neither the grand prize nor the booby prize. But you did win a prize for Best Photo. I liked your picture the best because 1) you've got my page in it and 2) you're standing in front of your dad's truck. I'm impressed

with the way you spend your summer vacations. I'll bet you have a good time. Thanks again for your letter and picture.

Sincerely,
Betty

ALIEN INFECTION

You are my favorite magazine. I just got a copy of your magazine, and it was cool. I love the Area 51 strategy guide. Me and my friend tried out the secret rooms, and they worked. Our favorite is probably "Head Quarters". That was funny! Thanks!

—Kellen Smith
Salt Lake City, UT



You're welcome. We're glad you had such a good time playing the game, and we're glad the strategy guide was so useful to you. Games that involve alien infection and alien transformation are so very good. We thought the "Head Quarters" secret room was funny, too; we always wondered how aliens go to the bathroom. Did you know that "going to the head" is a slang phrase with military origins that refers to the use of a toilet?

RUNNING BACK RUNABOUT

Before I say anything else, I think your magazine is the best. All of the others are advertisements and a bunch of crap. People have got to be really messed up if they buy any magazine other than *TIPS & TRICKS*. I have only been a subscriber for three months, and I already know you guys are the best. Anyway, I have made a player on *Tecmo Super Bowl III*, and I cannot improve him no mat-

ter how many yards I rush with him (he's a running back). The tackle that I made does improve. They're both on the same team. My team is also a dream team, so I have a lot of really awesome players. I only play five minutes per quarter in season games. Please help me out and tell me how to improve my running back.

—Kyle Pierce
Sterling, IL

This is our advice to you, Kyle. Try not to use your running back too much, because if he's rushing for 500 yards per game, there won't be any point in his skill improving. The player improvements are actually somewhat random; there may be some elements of artificial intelligence in the game program that can sense the fact that you're trying to juice him up. Have you tried passing the ball to him instead of handing it off? Maybe he needs some receiving yardage. Heck, maybe the game thinks that he needs to throw a few blocks every once in a while in order to make him a well-rounded player. The best thing to do is to play it game by game and not try to jack up the stats. Oh, and we're glad you like the magazine.

TOKEN OF THE MONTH



This month's token was sent in by Peter Uliano of Pelham, NY—who unfortunately didn't tell us the name of the arcade that he got it from. Thanks, Peter!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Readers' tips



RATINGS DENIED

I have a suggestion for you that will improve your magazine. I think you should have a rating chart that shows which games are excellent, good, fair and poor in the back with the codes.

—Son Lam
Salt Lake City, UT

Sorry, Son. We're proud of the fact that we provide unbiased information on all kinds of games. We impart you with knowledge, but do not influence you with our opinions. Think of it this way: There are lots of magazines out there that try to tell you which games you should buy. We're here to help you with the games that you already own.

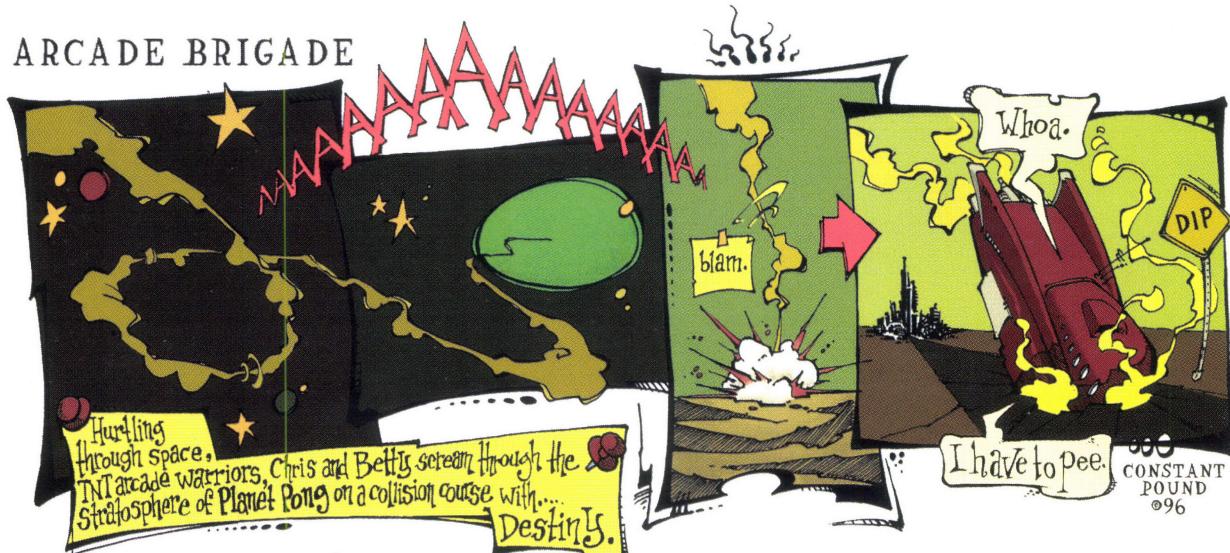
NIKOS THE SHAPE SHIFTER

Hi, *TIPS & TRICKS*. It's me, the HUMAN GAME GENIE. I was wondering if Nikos Constant (your senior editor) is a shape changer like Shang Tsung. The HUMAN GAME GENIE must know.

—The HUMAN GAME GENIE
Kansas City, KS

Yes, Nikos is a shape shifter. And when he's at home all by himself watching television, he's just an amorphous blob who likes to eat Thai food and smoke cigars. Hey, got any new Game Genie codes for us?

ARCADE BRIGADE



SARUMAN?

My name is...hey, I'm not telling you my name. You can call me "Saruman"? Is Rayden really Nightwolf? (Did I spell Rayden right?) He does a lightning in a fatality, turns into Rayden as a friendship, and Rayden is immortal...so where is he? I have a code for you guys. Not. Hey, is that movie *The Getaway*, Betty? You guys are great.

—Saruman
Jamesville, VA

What does Saruman mean? No, Rayden is not really Nightwolf. You can see Rayden and Nightwolf fighting against each other in Williams' upcoming Mortal Kombat Trilogy for PlayStation and Nintendo 64; it features nearly every character who's ever been featured in a Mortal Kombat game. And no, that movie was not *The Getaway*. But you weren't the only one to think so.

SEND ME A BUMPER STICKER

My name is Joseph Smith. I'm 13 years old. I really like the game *Fighting Vipers*. It's got phat graphics. Anyway, will *Fighting Vipers* come out for PlayStation or just for Sega Saturn? If you can, send me a bumper sticker. Like Picky, I'm quite handy with the skateboard.

—Joseph Smith
Mililani, HI



Fighting Vipers will be released for the Sega Saturn in October. Because it's one of Sega's key arcade games, it's unlikely that you'll ever see it for the PlayStation. Sorry, we don't have *TIPS & TRICKS* bumper stickers, but we wish we did. Do you slam your skateboard over the heads of innocent children?

WINNER! (see p.79)

I think your magazine's one of the best gaming magazines there is. Oh, I know the name of the movie in Betty's Index in the June issue. The name of the movie is *Bullit*. Hey, in *Fighting Vipers*, when you lose your armor, is it possible to get it back? My favorite characters in *Fighting Vipers* are: Bahn, Picky and Raxel. I'm eight years old. 'Til next time!

—Ivan Torres Jr.
Charlotte, NC

Congratulations! You were the first to correctly identify the scene from Betty's Index. No, you can't recover your armor until you proceed to the next match.

"STELLAR"

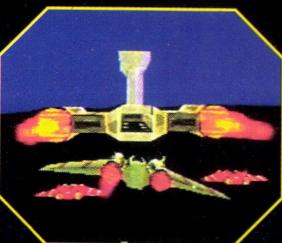
- Next Generation



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TIME KILLERS

by Thor Rodriguez



The caveman Thugg may be the slowest character in the game, but he can keep his enemies at bay with his spit attacks. Against airborne foes like Mantazz, Thugg can try to get underneath them with a Body Roll or Running Head Butt and execute the Super Kick. Remember that he'll be stunned if he runs into the wall after missing with his Running Head Butt attack.

THUGG



Another slow character, Leif does not have much subtlety in his attack methods. Go for the Head

Splitter or Running Head Butt as often as possible and use the Rotoslice for defense. Spin the D-pad clockwise immediately after executing the Rotoslice to make it last longer. Insider note for trivia buffs: Leif is named after *Time Killers'* co-designer Leif P. Marwede.

LEIF

It's been over two years since the ultra-violent *Time Killers* was announced as an upcoming Genesis release. However, the controversy over game ratings led Sega to give the game a thumbs-down when it came up for the seal of approval. Now that video-game violence is no longer a hot topic, the game is finally being released—albeit in limited quantities. It's no lost classic, but this is the only available home version of a very controversial arcade game.

The moves lists on the following pages give you all of the characters' attacks for both three-button and six-button controllers. Note that all moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands. The commands shown in parentheses can only be performed after the loss of the back arm in combat; when you're in this state, the B button controls the Weapon Arm, not both.) To perform a decapitation death move with any character, just press all of the action buttons simultaneously. For the super death move—slicing off the head and both arms!—you must stun your opponent with repeated blows to the head, then get in close and press all of the action buttons while pointing the D-pad toward your dazed foe.



3 Button

6 Button

| | | |
|--------------------------|---|---|
| Fast Trog Hocker | $\leftarrow \downarrow \downarrow + A$ | $\leftarrow \downarrow \downarrow + Z$ |
| Slow Trog Hocker | $\downarrow \downarrow \leftarrow \leftarrow + A$ | $\downarrow \downarrow \leftarrow \leftarrow + Z$ |
| Flip Combo | $\rightarrow + A + C$, then while still airborne, A + B for head pound (B for Axe Chop) | $\rightarrow + A + B$, then while still airborne, X for head pound (Y for Axe Chop) |
| Body Launch | $\downarrow + A + C$, then while legs are extended, A + B for lobbing Launch, B for Quick Launch | $\rightarrow + A + B$, then while legs are extended, X for lobbing Launch, Y for medium range Launch, X + Y for quick Launch |
| Running Head Butt | $\rightarrow + A$ to start running, \leftarrow for a psyche-out or standing attack, \downarrow to stop or execute a sliding attack. | $\rightarrow + Z$ to start running, \leftarrow for a psyche-out or standing attack, \downarrow to stop or execute a sliding attack. |
| Body Roll | $\downarrow + A + C$ to start rolling. The roll can be interrupted by another attack by pressing any button. | $\downarrow + A + B$ to start rolling. The roll can be interrupted by another attack by pressing any button. |
| Ground Pound | $\leftarrow + B$ | $\leftarrow + Y$ |
| Super Uppercut | (In close) $\rightarrow + A + B$ | $\rightarrow + X$ |
| Super Kick | A + C | A + B |
| Quick Blood Chop | $\leftarrow + A + B + C$ | $\leftarrow + A + B + X + Y$ |

3 Button

6 Button

| | | |
|--------------------------|--|--|
| Short Berserker | $\leftarrow + A + B + C$ | $\leftarrow + A + B + X + Y$ |
| Rotoslice | $\downarrow + B$. Rotate D-pad 360° for more spins | $\downarrow + X + Y$. Rotate D-pad 360° for more spins |
| Super Kick | $\downarrow + A + C$ | $\downarrow + A + B$ |
| Axe Pole Vault | A + C, then while still airborne, A + B for low flying follow through or B for high flying follow through. | A + B, then while airborne, X for low flying follow through or Y for high flying follow through. |
| Head Splitter | While in air press B | While in air press X + Y |
| Running Head Butt | $\rightarrow + A$ to start running, Back to for a psyche-out or standing attack, Down to stop or execute a sliding attack. | $\rightarrow + Z$ to start running, Back to for a psyche-out or standing attack, Down to stop or execute a sliding attack. |
| Flying Rotoslice | While in air, rotate D-pad 360° and press B | While in air, rotate D-pad 360° and press X + Y |
| Viking Spike | When near opponent, $\rightarrow + B$ | $\rightarrow + X + Y$ |
| Reverse Pole Poke | $\rightarrow + B$ | $\rightarrow + X + Y$ |
| Extended Trip | $\downarrow + B + C$ | $\downarrow + B$ |



Lord Wulf's broadsword has a longer reach than most of the other weapons in the game. He also push off air for airborne tries. Try this one mid-air, perform it up with a Super Head off with the Sword vicious!

LORD WULF



Musashi is especially fast. The Back Slam is one of his most potent maneuvers, so use it extensively.

if you get in close. Musashi's weakness is his head—he's more easily stunned than most of the other characters in the game, so try to guard against high attacks and be prepared to hammer on the buttons if you see those telltale stars circling around his helmet.

MUSASHI



This Chicago punker is loosely based on the character of Ash from the *Evil Dead* films.

When playing as Rancid, try to think high and low; that is, stick with airborne strikes and crouching attacks for maximum efficiency. If you're skillful, you can try jumping off of the wall into his airborne Chain Ride—this always seems to catch unsuspecting opponents off-guard.

RANCID

| | 3 Button | 6 Button |
|-------------------------------|---|---|
| Energy Bolt | $\leftarrow + A$, then \rightarrow before war cry. | $\leftarrow + Z$, then \rightarrow before war cry. |
| Sword Plant Double Leg | $A + C$ | $A + B$ |
| Super Uppercut | (In close) $\rightarrow + A + B$ | $\rightarrow + X$ |
| Quick Slide Uppercut | $\rightarrow, \rightarrow + A + B$ | $\rightarrow, \rightarrow + X$ |
| Super Kick | $\downarrow + A + C$ | $\downarrow + A + B$ |
| Airborne Guillotine | While in air, $A + B + C$ | While in air, $A + B + X + Y$ |
| Slide Trip | $\downarrow + C$ | $\downarrow + A$ |
| Super Head Split | While in air, B | While in air, $X + Y$ |
| Flying Head Jab | While in air, $A + B$ | While in air, X |
| Heel Crush | While in air, $B + C$ | While in air, B |

| | 3 Button | 6 Button |
|-------------------------------|---|--------------------------------------|
| Butterfly | → + B repeatedly | → + Y repeatedly, X + Y to go faster |
| Lightening Slice | → + A + B repeatedly | → + X repeatedly |
| Off the Wall | Jump towards edge of screen, then press the controller in the opposite direction. | |
| Flying Dragon | While in air, A + B + C | While in air, A + B + X + Y |
| Head Flip | A + C | A + B |
| Back Slam | ↓ + A + C | ↓ + A + B |
| Katana Flash | ↓ + B repeatedly | ↓ + Y repeatedly |
| Daito Flash | ↓ + A + B repeatedly | ↓ + X repeatedly |
| Double Slice | B | X + Y |
| Slide Trip | ↓ + C | ↓ + A |
| Katana Blender | While in air, press A + B repeatedly | While in air, press X repeatedly |
| Samurai Hair Cut | While in air, press B repeatedly | While in air, press X + Y repeatedly |
| Double Lunge Flip Kick | While in air, A + C | While in air, A + B |

| | 3 Button | 6 Button |
|-----------------------------|---|---|
| Chain Ride | $\leftarrow \downarrow \downarrow \searrow \rightarrow + B$ | $\leftarrow \downarrow \downarrow \searrow \rightarrow + X + Y$ |
| Air Ride | While in air, $\uparrow \nearrow \rightarrow \searrow + B$ | While in air, $\uparrow \nearrow \rightarrow \searrow + X + Y$ |
| Head Dance | While in air, $A + C$ | While in air, $A + B$ |
| Crotch Rocket | $\rightarrow + B$ | $\rightarrow + X + Y$ |
| Jumping Split Kick | $\rightarrow + A + C$ | $\rightarrow + A + B$ |
| Double Legged Bullet | $A + C$ | $A + B$ |
| Dirty Knife | While close to opponent, $\rightarrow + B + C$ | $\rightarrow + B$ |
| Flying Knee | $\rightarrow + B + C$ | $\rightarrow + B$ |
| Flip Trip | $\searrow + A + C$ | $\searrow + A + B$ |
| Slide Trip | $\downarrow + C$ | $\downarrow + A$ |
| Spinning Saw | While in air, B (after loss of arm) | While in air, Y |
| Chainsaw Lobotomy | While in air, B | While in air, $X + Y$ |
| Flying Head Slam | While in air, A | While in air, Z |
| Jump Kick | $\downarrow + A + C$ | $\downarrow + A + B$ |



Orion has a gravity-controlling body which is responsible for some of his more interesting attacks.

Take advantage of his gravity tricks by jumping back and forth and following up with a High or Low Torpedo. Also, be aware that Orion can change direction in mid-air; this is effective when used with his Body Spear, Football Punt and Flying Spin.

ORION



A native of Mars Colony A-7, Matrix is the second-fastest character in the game, and her

mechanical rear hand can telescope to attack from a distance. When using her "Eat My Feet" attack, try to follow it up immediately with another attack to keep the edge over defensive players who are looking for an opening.

MATRIX



Mantazz players should take advantage of his long-range attacks. Try to corner your opponents to set them up for the Knife Sharpener. You can double the speed of his Super Spin Trip if you hold the D-pad **Down** and wiggle it diagonally left and right while you hammer on the **B** button (or **B + C** for 3-Button players.)

MANTAZZ

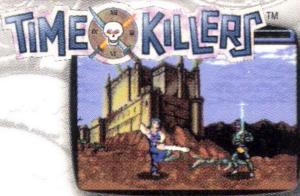
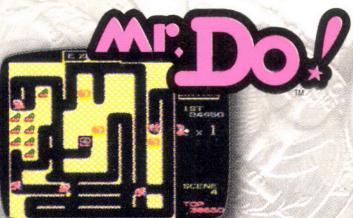
| | 3 Button | 6 Button |
|-----------------------|--|--|
| Spinning Drill | $\uparrow \rightarrow \downarrow + B + C$ | $\uparrow \rightarrow \downarrow + B$ |
| Gravity Throw | Jump up, then \rightarrow, \rightarrow or \leftarrow, \leftarrow | Jump up, then \rightarrow, \rightarrow or \leftarrow, \leftarrow |
| Roll Stab | $\downarrow + B$ | $\downarrow + X + Y$ |
| High Torpedo | $A + C$ | $A + B$ |
| Low Torpedo | $\downarrow + A + C$ | $\downarrow + A + B$ |
| Soprano Slice | When close to opponent, $\rightarrow + B$ | $\rightarrow + X + Y$ |
| Knee Kick | When close to opponent, C | When close to opponent, A |
| Spin Stab | When close to opponent, $\rightarrow + B$ (after loss of arm) | $\rightarrow + Y$ |
| 360 Spin Chop | When in close to opponent, B | When in close to opponent, $X + Y$ |
| Body Spear | While in air, A | While in air, Z |
| Football Punt | While in air, $B + C$ | While in air, B |
| Flying Spin | While in air, $A + C$ | $A + B$ |

| | 3 Button | 6 Button |
|------------------------|--|--|
| Flying Butt | (Not available in 3-Button mode) | $A + Y + Z$ |
| Cyber Punch | $\rightarrow + A + B$ repeatedly | $\rightarrow + X$ repeatedly |
| Low Cyber Punch | $\downarrow + A + B$ repeatedly | $\downarrow + X$ repeatedly |
| Eat My Feet | $\downarrow + A + C$ | $\downarrow + A + B$ |
| Tornado Spin | While in air, B | While in air, $X + Y$ |
| Super Uppercut | When close to opponent, $\downarrow + A + B$ | $\downarrow + X$ |
| Airborne Fury | While in air, $A + B + C$ | $A + B + X + Y$ |
| Short Leg Spin | While in air, rotate D-pad $360^\circ + B + C$ | While in air, rotate D-pad $360^\circ + B$ |
| Long Leg Spin | While in air, rotate D-pad $360^\circ + A + C$ | While in air, rotate D-pad $360^\circ + A + B$ |
| Super Side Kick | C | A |
| Leg Launch | $\rightarrow + C$ | $\rightarrow + A$ |
| Flying Pummel | While in air, press $A + B$ repeatedly | While in air, press X repeatedly |
| Photon Slice | While in air, B (after loss of arm) | While in air, Y |

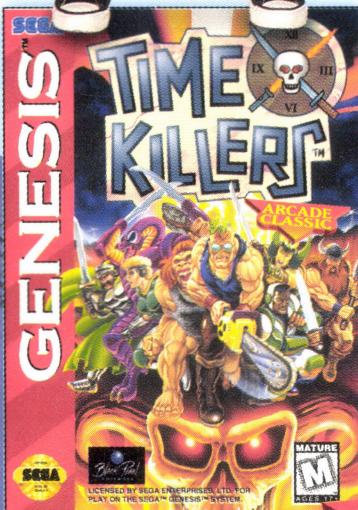
| | 3 Button | 6 Button |
|-----------------------------------|---|---|
| Fast Eye Beam | $\downarrow \downarrow \downarrow + A$ | $\downarrow \downarrow \downarrow + Z$ |
| Slow Eye Beam | $\downarrow \downarrow \downarrow + A$ | $\downarrow \downarrow \downarrow + Z$ |
| Low Eye Beam | $\downarrow, \downarrow + A$ | $\downarrow, \downarrow + Z$ |
| Fly | $\leftarrow, \leftarrow, \text{ or } \rightarrow, \rightarrow$ while in air | $\leftarrow, \leftarrow, \text{ or } \rightarrow, \rightarrow$ while in air |
| Double Spinning Elbow Kick | When close to opponent, $\rightarrow + A + C$ | When close to opponent, $\rightarrow + A + B$ |
| Super Spin Trip | $\downarrow + B + C$, press $B + C$ repeatedly to move towards opponent | $\downarrow + B$, press B repeatedly to move towards opponent |
| Helicopter Scare | (Not available in 3-Button mode) | $\downarrow + X + Y + Z$ |
| Airplane Scare | $\leftarrow, \leftarrow + B$ (after loss of arm) | $\leftarrow, \leftarrow + Y$ |
| Knife Sharpener | Press B repeatedly | Press $X + Y$ repeatedly |
| Super Extension Kick | $\downarrow + A + C$ | $\downarrow + A + B$ |
| Double Elbow Hurl | In close, $\rightarrow + B$ | In close, $\rightarrow + X + Y$ |



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Tokyo Highway Battle



TOKYO HIGHWAY BATTLE

by Wataru Maruyama



Enter the Drift King!

Tokyo Highway Battle is one of the coolest racing games to appear on a console system. The scenery, car types and overall graphic quality make this one of the top games available for the PlayStation. You start off with just three cars to choose from, but you'll gain six more while earning points to upgrade your car as you progress through the ranks.

Upgrading Your Car

There are two keys to winning in THB: Good driving and careful selection of upgrade parts. An in-game menu shows you all of the available choices and the instruction manual will also list the parts. Here is a rundown of the most effective items:

| | | |
|---------------------|-------------------------|---|
| ENGINE PARTS | Turbo InterCooler | For turbo-equipped cars |
| | Bolt-On Turbo | Recommended for non-turbo cars |
| | Increase Bore | Raises HP and torque |
| | Port Polishing | Improved response |
| | Low Compression Piston | Higher turbo boost levels |
| | Oil Cooler | Max performance for high HP engines |
| | Large Capacity Radiator | Protection for high-performance engines |
| | Racing Plug | Needed for high performance engines |
| | Fuel Injection | Increase fuel flow capacity |
| INTAKE PART | Racing Air Cleaner | Max air flow to engine |
| EXHAUST PART | #120 Muffler | Best high speed performance |

| | | |
|-----------------------------------|---|---|
| CHASSIS PART | Gymkhana Suspension | Good cornering, high degree of control |
| TIRES | Street Tire 4 | I like this tire the best |
| | Racing Tire I | Built for high speeds |
| BRAKES | Metallic Pads | These aren't the best, but they work for me |
| | Air Duct | Cools brakes |
| MANUAL MODIFICATION PARTS | High Cross | Best high speed cornering |
| AERODYNAMIC PARTS | If you've got enough cash, get everything in this category. Don't buy just one because the effects are minimal. | |
| ELECTRONICS PARTS | You'll want all the goodies in this section too. Alone, they aren't much help. | |
| FURTHER MODIFICATION PARTS | Get everything except the Metal Clutch. | |



DRIFT KING CINEMA

Tokyo Highway Battle has one of the neatest intro cinemas around. It starts off with the Drift King showing off his stuff on a closed track. This guy is really good! You then get to see his mechanic looking grumpy and concentrating on helping the Drift King to drift better. The scene moves to San Francisco where the King and Bando look out at the bay and ponder the location of long-legged blonde chicks. They come to a decision and the Drift King fires up his ride and drives off into the Bay area.





The Best Cars

Your first choice should be the Type 1 car. Once you get a wider selection, choose the Type 6 car. Try not to put too many upgrades on the Type 1 car; you'll want to save up your points for improvements to the Type 6 car.

If you race and win on each track two or three times, you can build up

extra points. However, finishing all three tracks in any given set puts you in a new, tougher division, so make sure to repeat only two of the three tracks in a set.

The last set of cars will be a decision between Type 7 and Type 9. Type 9 is similar to Type 6, but with better

acceleration. Type 7 is a slower starter, but a fully-upgraded model can reach an incredible top speed of 300 km/h! You can beat the Drift King with a Type 9, but you can't outdistance him. A Type 7 will give you a speed advantage, but you'll need to pull some fancy drifts to stay ahead and avoid crashes.

| 1 CAR SELECT | 2 CAR SELECT | 3 CAR SELECT |
|---|---|--|
| TYPE-1 1839cc 1020kg 130PS / 6500rPm 16.0km / 4500rPm | TYPE-2 1587cc 950kg 130PS / 6600rPm 15.2km / 5200rPm | TYPE-3 1595cc 1090kg 170PS / 7800rPm 16.0km / 7300rPm |
| SELECT: CAR CLASS CHANGE | SELECT: CAR CLASS CHANGE | SELECT: CAR CLASS CHANGE |
| 4 CAR SELECT | 5 CAR SELECT | 6 CAR SELECT |
| TYPE-4 1998cc 1240kg 205PS / 6000rPm 28.0km / 4000rPm | TYPE-5 1809cc 1160kg 175PS / 6400rPm 23.0km / 4000rPm | TYPE-6 1998cc 1260kg 245PS / 6000rPm 31.0km / 4000rPm |
| SELECT: CAR CLASS CHANGE | SELECT: CAR CLASS CHANGE | SELECT: CAR CLASS CHANGE |
| 7 CAR SELECT | 8 CAR SELECT | 9 CAR SELECT |
| TYPE-7 2972cc 1710kg 280PS / 6000rPm 43.5km / 2500rPm | TYPE-8 2960cc 1540kg 280PS / 6400rPm 39.6km / 3600rPm | TYPE-9 654x2cc 1260kg 255PS / 6500rPm 30.0km / 5000rPm |
| SELECT: CAR CLASS CHANGE | | |





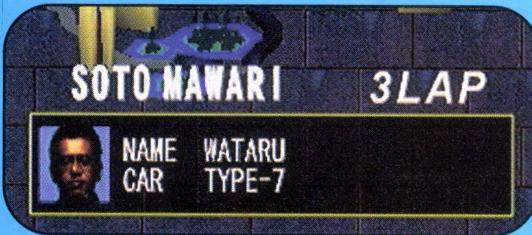
Tokyo Secret Codes!

RACE AGAINST THE DRIFT KING ANYTIME



Beat the Scenario Mode and enter the "Vs. CPU" mode. Here you can choose the track you want to race on and who to race against.

HIDDEN MYSTERY CHARACTER



Beat Scenario mode and enter the "Vs. CPU" mode. Next to the Drift King will be a picture of a mechanic who looks like Bando, but his name is Wataru! That's me! Race against the ace *TIPS & TRICKS* mad driver!

CAR COLOR CHANGE



After beating the Scenario mode, go to the car selection screen and press the R2 button; you'll be able to choose an alternate car color!

SPEEDOMETER COLOR CHANGE

After beating the Scenario mode, you can change the color of the speedometer from clear to white if you press the L1 button on Controller 2 during a race.

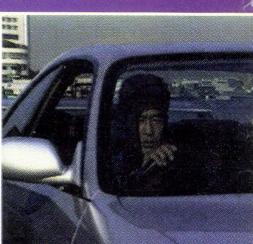
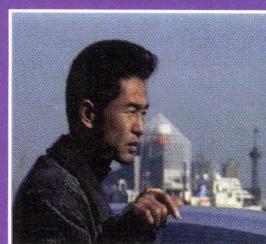
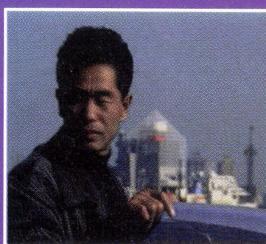
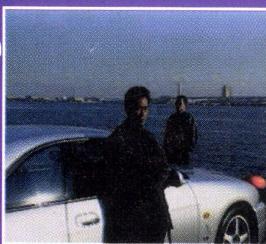
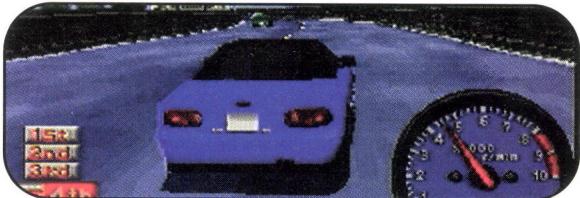
BEST LAP AND BEST TIME INDICATORS

After beating the Scenario mode, you can see the best lap or time during a race by holding Up and pressing the SELECT button.

9,999,999 POINTS



While the game is loading, wait for the Bullet-Proof logo to appear, then hold L1, L2, R1 and Down on Controller 2. While holding those buttons down, press START on Controller 1 to bypass the cinema scene and go into Scenario mode. When you enter the parts area, you'll have 9,999,999 points! Shop away; you can buy just about anything.



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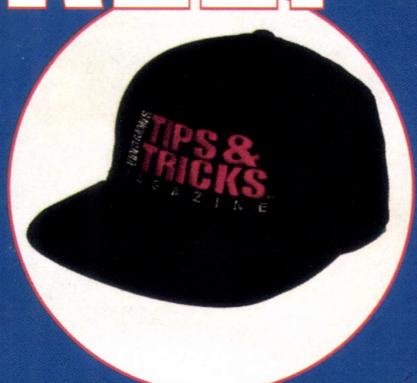
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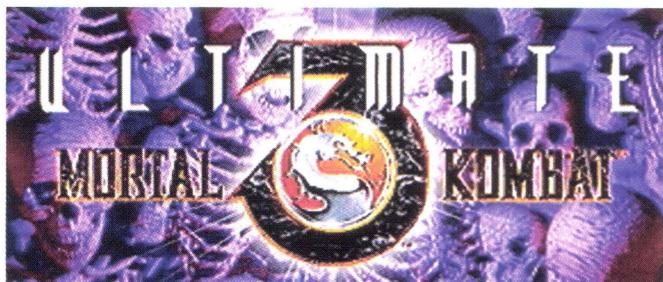
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SATURN CODES!

ULTIMATE KOMBAT KODES

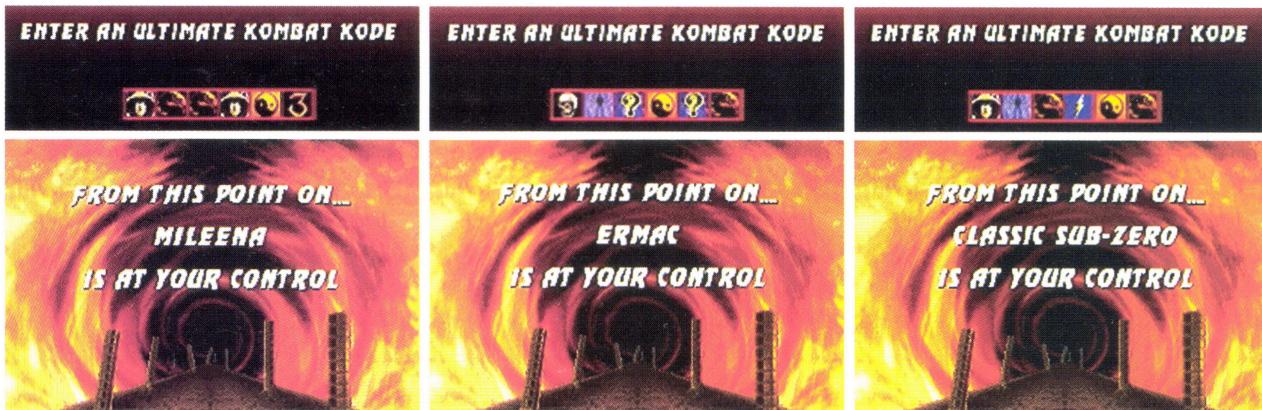
To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing. When the screen appears, enter any of the following codes with the A, B, C, X, Y and Z buttons quickly before the timer expires:

Mileena (700-723): Press X seven times, A seven times, B twice and C three times.

Ermac (964-240): Press X nine times, Y six times, Z four times, A twice and B four times.

Classic Sub-Zero (760-520): Press X seven times, Y six times, A five times and B twice.

When one of these codes has been entered, a message will appear that tells you that the character you chose is now at your control. Now go back to the character-select screen in one- or two-player mode and you'll find that the newly activated character has replaced one of the question marks in the center of the screen!



PLAY AS CLASSIC SMOKE

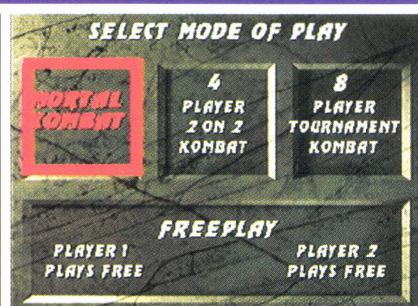
To play as "human" Smoke, choose the robo-ninja Smoke at the character-select screen; then, before the fight starts, hold RUN + BLOCK + HIGH PUNCH + HIGH KICK and point the D-pad Away from your opponent. When Shao Kahn says "Fight!" Smoke will explode, and in his place will stand the human Smoke.



"FREE PLAY" MODE

When the copyright screen appears at the beginning of the game, quickly press Up, Up, Right, Right, Left, Left, Down, Down. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" Now when you start the game, the credit counter will say "Free Play", which indicates that you can continue a losing one-player game as many times as you wish.

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COMING AUGUST

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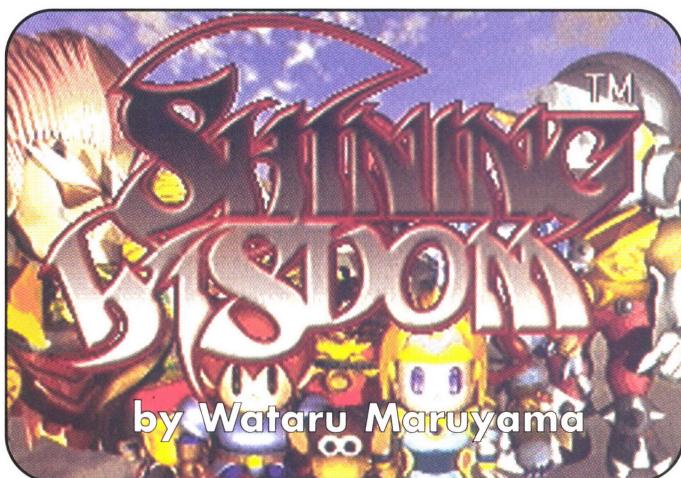


SEGA SATURN™





OK, adventure lovers,
here's the TIPS & TRICKS guide to
Shining Wisdom! Yeah!

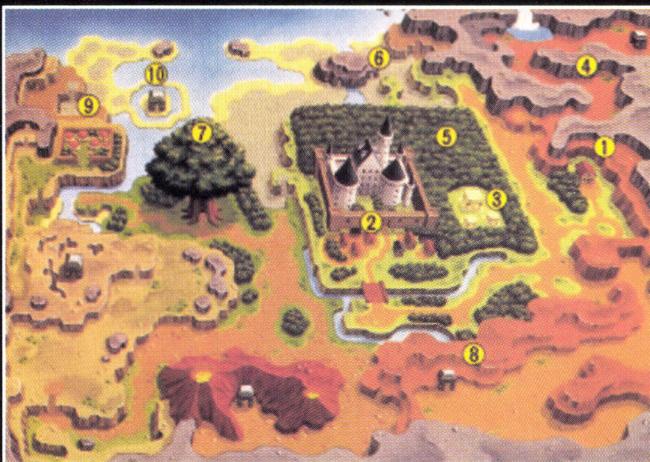


SHINING MESSAGE FROM WAT

I usually like to solve adventure games by myself and enjoy all the surprises. I have not given away any big secrets and I'm sure you'll find that the maps are the best aid you can have without ruining the game. Enjoy!

HERE WE GO!

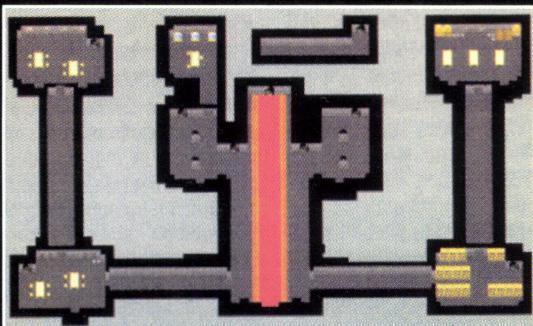
Kingdom of Odegan West



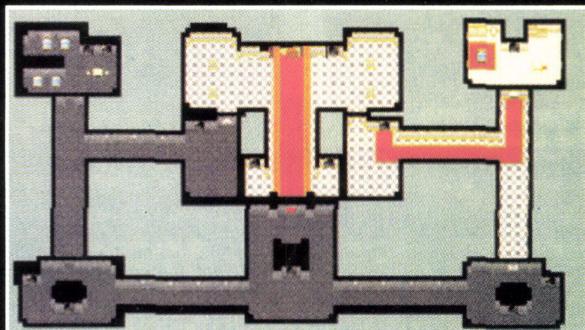
This is the overview map. The numbers show the order in which the events will be presented.



The Castle



1st floor



2nd floor



The Castle

continued

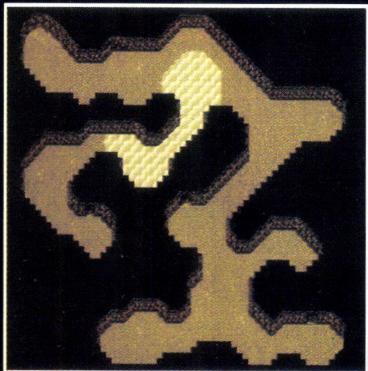


3rd floor

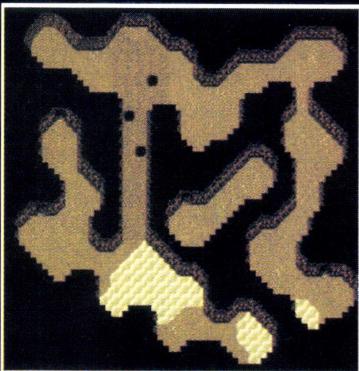
This is your first major stop. The castle is huge and requires extensive investigation.



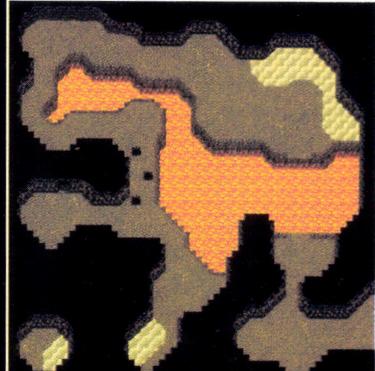
Underground Cave



Level 1



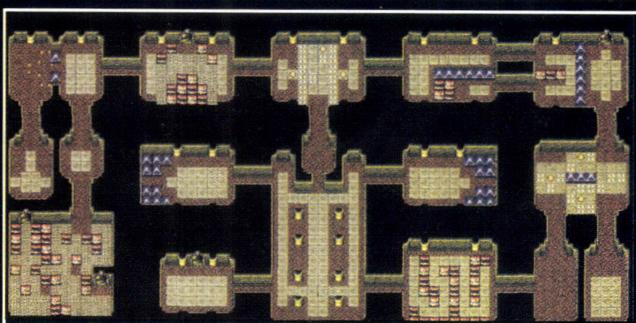
Level 2



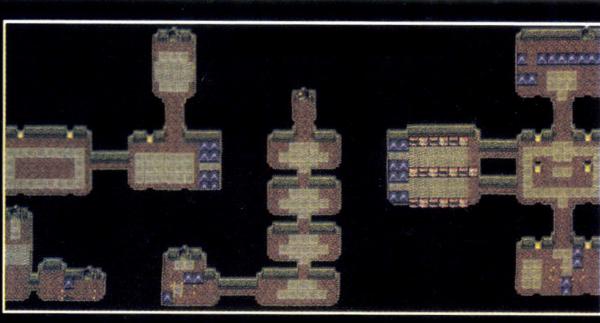
Level 3

This is your first side quest. Very easy and very quick.

Dungeon



1st floor



Underground level 1

Now for your first mission. You'll need to use the Iron Boots to get past obstacles.

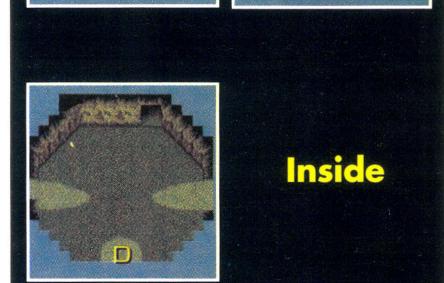
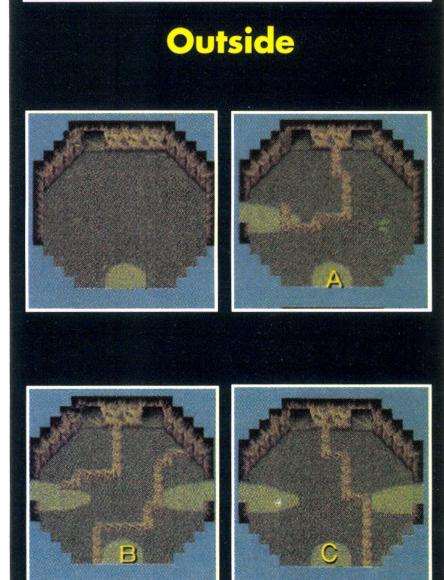
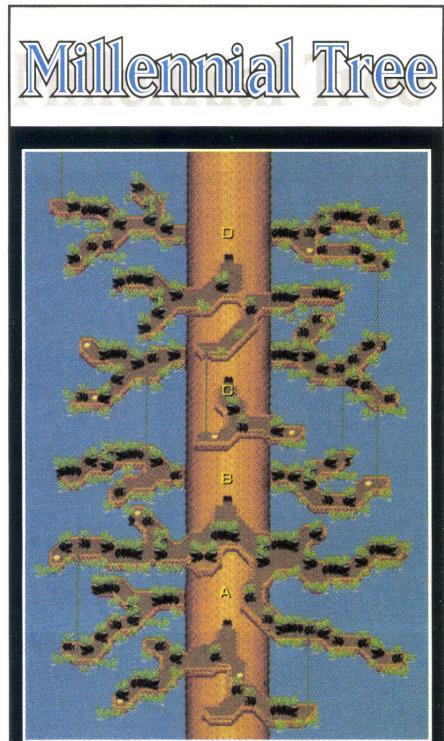


Gudo Valley

Area 1

Area 2

This is kind of like the Apple Valley, except there isn't any wine...only death!



Okay, monkey guy, you think you're tough, eh? Let's see how you do in the Millennial Tree! Aaagggghhh!

Sand Labyrinth

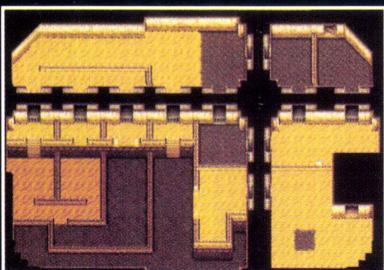
1st floor

2nd floor

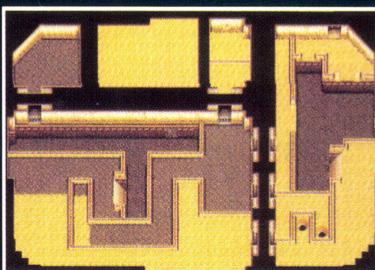


Sand Labyrinth

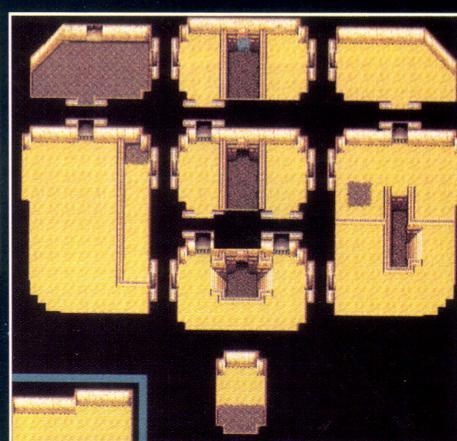
continued



3rd floor



4th floor



5th floor

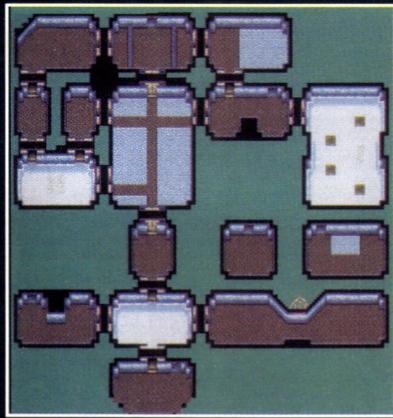
Things are starting to get a little tough, so use caution. You need to obtain the Spark so you can have an easier time in the Water Labyrinth. I used to love playing in the sand, but I married a woman who is allergic to sand. Oh, how I yearn to play with sand just once more.

Hobbit Village

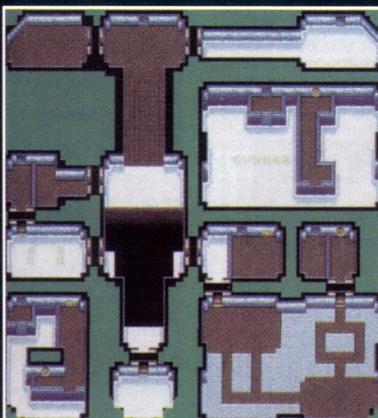
NO MAP

You need to pass through here to get to the Mirror Labyrinth. Be nice to the Hobbits, because Hobbits are people, too.

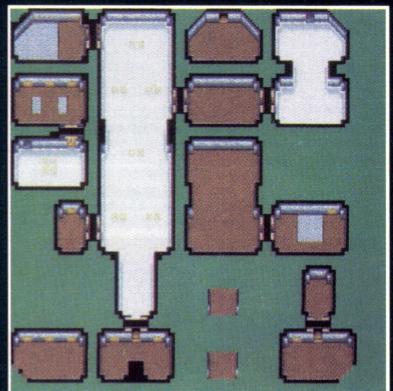
Water Labyrinth



1st floor



Underground level 1



Underground level 2

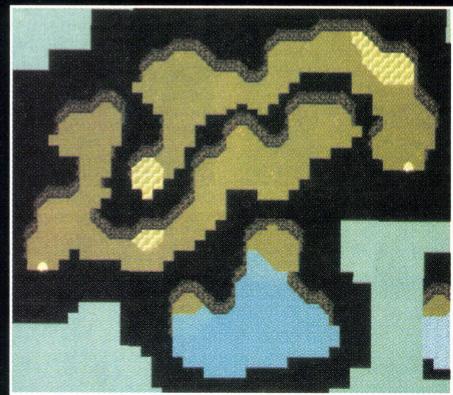
You need to look for the Freeze orb here. This will allow you to get the jumping boots from the Northern Dungeon. The Boss is easily defeated with the Spark.



Odegan East

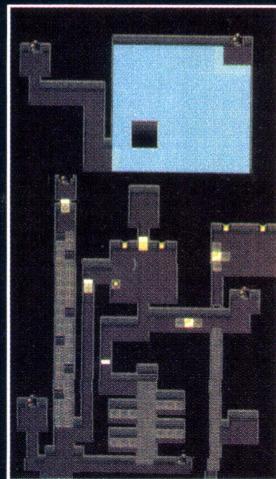


Sand Maze

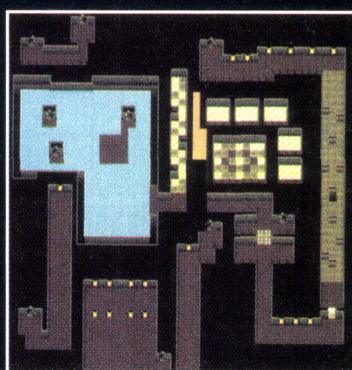


Level 1

Northern Dungeon

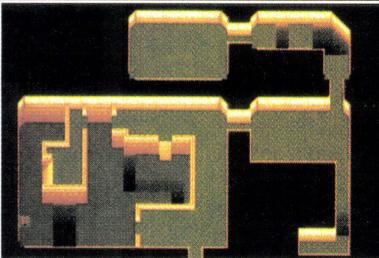


1st floor

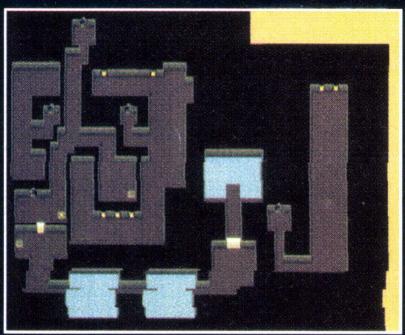


Underground level 1

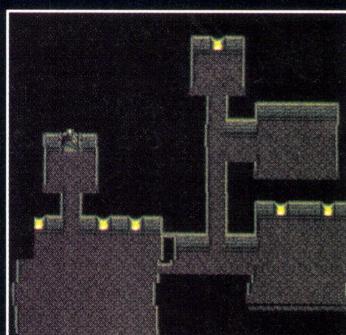
Fire Dungeon



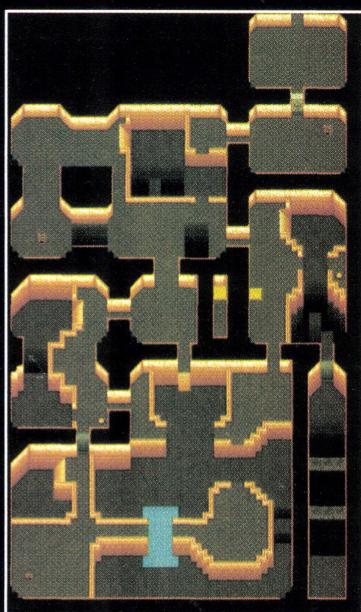
1st floor



Underground level 2



Underground level 3

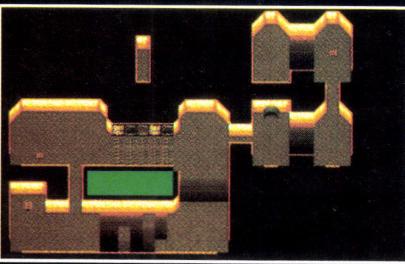


Underground level 1

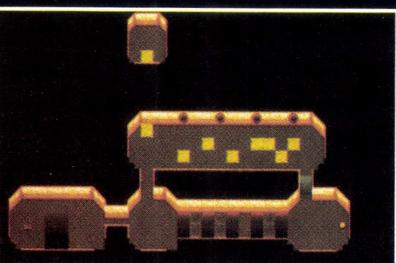
This is where you obtain the Jumping boots. Next stop: the Fire Dungeon.



Fire Dungeon con-



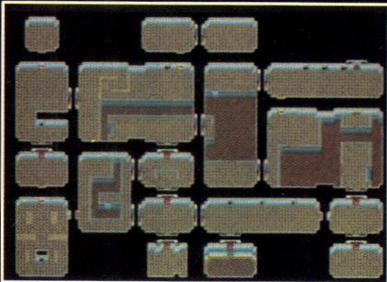
Underground level 2



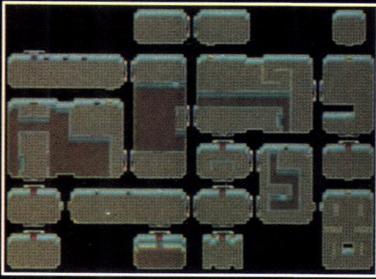
Underground level 3

The heat in the Fire Dungeon is nothing compared to the heat you'll feel if you don't get both the Fire Orb and Magic Mirror. You'll find the Mirror on the first level.

Mirror Labyrinth



Version 1



Version 2 (flipped)

You will need the Magic Mirror to get in. Your mission here is to get the Pegasus Helm, which is needed to get to the Wind Labyrinth.

dangerously concealed
in shrouds of darkness,

evil awaits you

alone
... and you're all alone
alone alone

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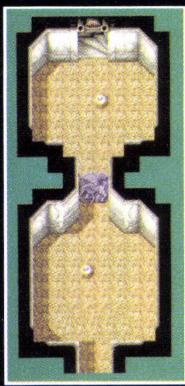
<http://www.thq.com>



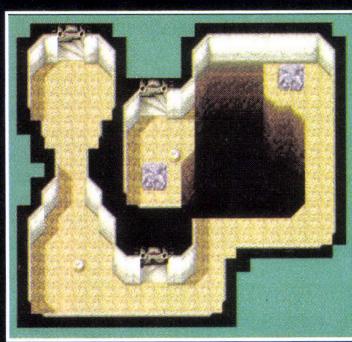
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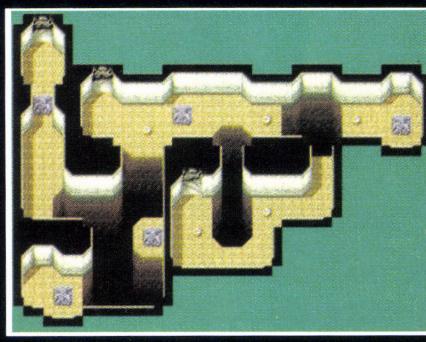
Wind Labyrinth



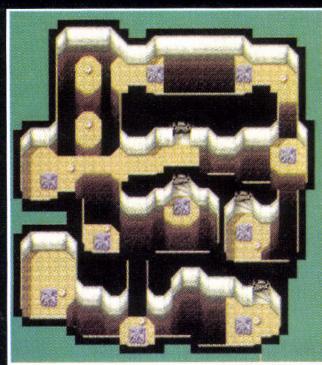
1st floor



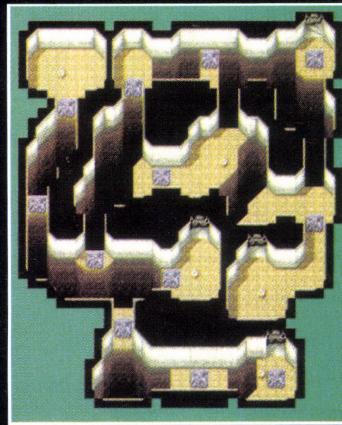
2nd floor



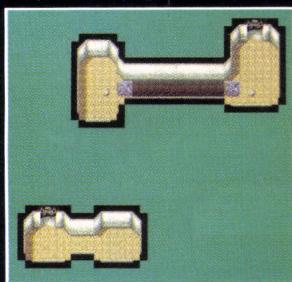
3rd floor



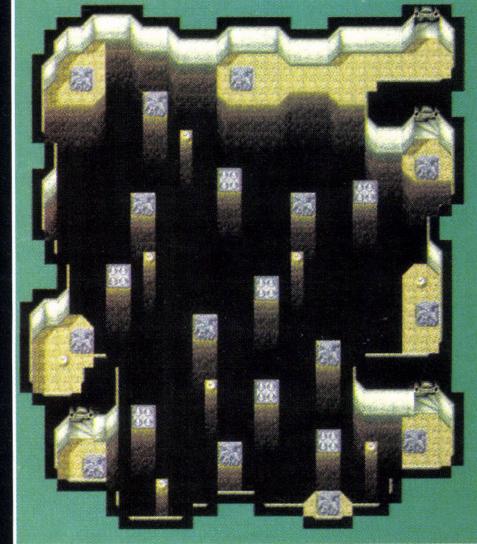
4th floor



5th floor



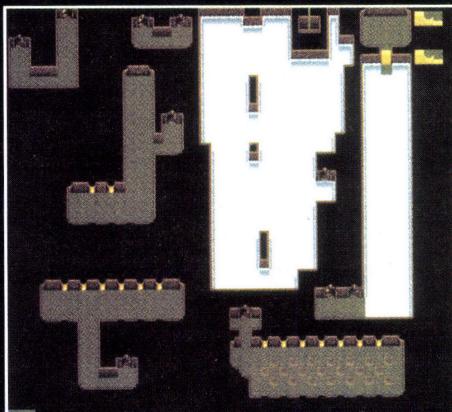
7th floor



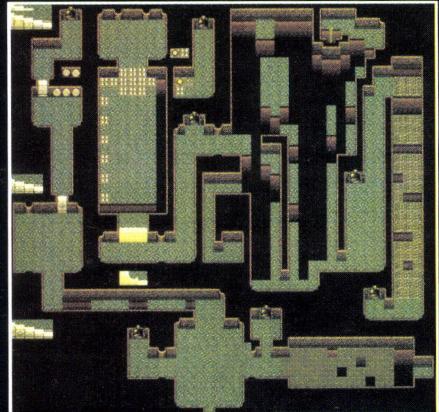
6th floor

Besides a lot of hot air, you'll find the Blast Magic here. Get ready to do some blasting!

Light Labyrinth



Level 1

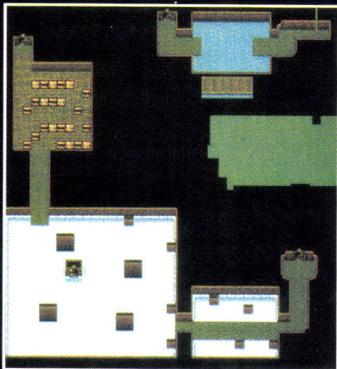


1st floor



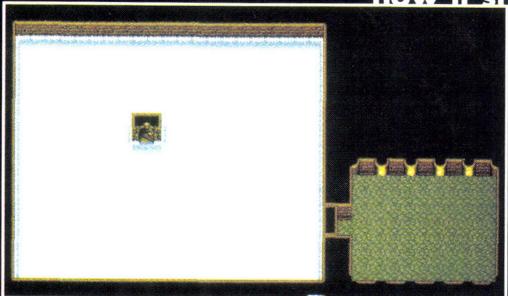
Light Labyrinth

continued



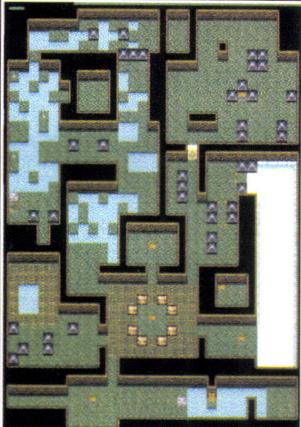
2nd floor

Now that you have the Blast Magic, you can go to the Light Labyrinth. Here you'll obtain the Shining Sword! My, how it shines.



3rd floor

Secret Maze



Underground level



1st floor



Sky maze

FINAL SHINE

There are a total of 13 ½-HP globes which are filled up by gems. Red gems increase your Life Stock and there are 14 or more of them to find. There are a whole lot of items to find and combinations to try, so have some fun!

NICE PUNCH.

Unfortunately, he has an iron jaw (and a rocket launcher).

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Super Dodge Ball

HOW TO CONTROL

Offense

- Shoot—A
- Pass—B
- Jump—C
- Feint—D

Defense

- Catch—A
- Dodge—B
- Jump—C

NOT YOUR REGULAR GAME OF DB, BABY

Most of you won't be familiar with the team dodge ball style of play, but you will get accustomed to the rules after two or three matches. The main characters are the leaders of their respective teams. Once you defeat a team, you will be given the option to have its leader join yours. The first team you face is composed entirely of characters without any special moves capabilities, so you shouldn't have any problems attaining your first victory. You will then face teams whose leaders definitely have the skill it takes to execute some special maneuvers. You will inherit these special moves once you've demolished their teams. After defeating them, the characters you did not select as members of your team will fight against you in all-star teams before you face the final boss, who is the scary guy you see below!



STRATEGIC MANEUVERS

Aside from using special attacks and normal throwing, there are a wide range of striking options and strategies to be aware of.



Dash Throw: → → + A. This attack will hit opponents repeatedly if the ball is not caught.

Jumping Throw: C, then A. This allows you to hit your opponent from the air and catch him or her by surprise.

Jumping Dash Throw: → → + C, then A. The most effective nonspecial move in the game. If your opponent is close, you can hit them three times by catching the rebound in the air.





Super Dodge Ball

INSIDE TIPS

First Strike: When the match is about to begin, time a jump to grab the throw-in from the match supervisor and immediately throw it at the opponent.

Tug-o-War: If the opponent starts invading your turf and crosses the boundary to hit you, run toward him and tap the **A** button to gain possession. The winner will receive the ball and usually gets a free hit on the other player.

Corner Traps: Be careful when the computer knocks your player into an area where he can repeatedly hit you. Tap the buttons to recover quickly or try to perform a counter when rising.



Punish the Dizzy:
Make sure to use a special attack when the computer is dizzy. If you have

a character like Miyuki or Sabu who have slow special attacks, use the Dash Throw to pummel the disoriented.

Fake out the Fools: The computer opponents hardly ever fall for a fake throw, but human opponents are ripe suckers! The best time to use it is in the Jumping Dash Throw where it can inspire all types of zaniness.

Almost Useless:

The dodge maneuver is not very effective in avoiding the ball, so stick with catching it or countering thrown projectiles.



This veteran of the River City Ransom series (which includes beat-'em-ups and various sports-related mischief) is here again. His specials are simply devastating.

A-Team: He is definitely one character you should have on your squad when going against the boss. He also has the classic Asian youth gang haircut, complete with brownish hair tinting that we find so irresistible.

| | |
|----------------------|--|
| Nut Shoot | $\rightarrow \downarrow \searrow + A$ |
| Rolling Crash | $\downarrow \searrow \rightarrow + A$ |
| Counter | $\rightarrow \downarrow \searrow + A$ (without ball) |
| Royal Strike | $\rightarrow \leftarrow \nwarrow \downarrow \searrow \rightarrow + A$ (full meter) |
| Special Pass | $\rightarrow \downarrow \searrow + B$ |



The cool blue-haired guy sports army pants and a bad attitude. Don't cross him!

A-Team: With his hair style from *Bebop High School* (a popular Japanese comic strip), he is ready to rumble, so make sure he's on your side!

| | |
|----------------------|--|
| Skylark Shoot | $\rightarrow \downarrow \searrow + A$ |
| Mach Shoot | $\downarrow \searrow \rightarrow + A$ |
| Counter | $\rightarrow \downarrow \searrow + A$ (without ball) |
| Burning Upper | $\rightarrow \leftarrow \nwarrow \downarrow \searrow \rightarrow + A$ (full meter) |
| Special Pass | $\rightarrow \downarrow \searrow + B$ |



This cutie plays an integral role in the plot of the game, but it is not required for her to be on your team to see the ending.

B-Team: Her specials are slow and not confounding enough. You only need two strong characters on your team to beat the last boss, so you can have her tag along if you want, but take this player's advice: Never trust a big butt and a smile.

| | |
|----------------------------|--|
| Mega-Wendies | $\rightarrow \downarrow \searrow + A$ |
| Mouse Flash | $\downarrow \searrow \rightarrow + A$ |
| Mouse Reflect | $\rightarrow \downarrow \searrow + A$ (without ball) |
| Love Merry-Go-Round | $\rightarrow \leftarrow \nwarrow \downarrow \searrow \rightarrow + A$ (full meter) |
| Special Pass | $\rightarrow \downarrow \searrow + B$ |



Super Dodge Ball



KENJI



Kenji is so strong, he has to wear cybernetic restraints to contain his power!

A-Team: Kenji earns a spot on the premier team due to strong super attacks and tacky fashion sense. Make him the third member of your ultimate team.

| | |
|------------------|--|
| Muscle Killer | $\rightarrow \downarrow \searrow + A$ |
| Royal Gust Shoot | $\downarrow \searrow \rightarrow + A$ |
| Fist Counter | $\rightarrow \downarrow \searrow + A$ (without ball) |
| Friendly Rolling | $\rightarrow \leftarrow \swarrow \downarrow \searrow \rightarrow + A$ (full meter) |
| Special Pass | $\rightarrow \downarrow \searrow + B$ |



SHINJI



The Riki look-alike is also a rumbler, but he takes things in stride and is not as serious.

B-Team: This is a close call because he could easily be one of the strong guys, but he lacks the finesse that would categorize him as part of the A-Team.

| | |
|-------------------|--|
| Bari-Bari Riding | $\rightarrow \downarrow \searrow + A$ |
| Rori-Rori Rolling | $\downarrow \searrow \rightarrow + A$ |
| Sharp Flip | $\rightarrow \downarrow \searrow + A$ (without ball) |
| Bari-Bari Touring | $\rightarrow \leftarrow \swarrow \downarrow \searrow \rightarrow + A$ (full meter) |
| Special Pass | $\rightarrow \downarrow \searrow + B$ |



MISUZU



Big mama loves you! Come give Misuzu a big wet kiss. Hey, come back here!

B-Team: She's a neat character to have on your team and a valued ally against humans, but she's not recommended for use against the computer.

| | |
|-----------------|--|
| Hyakkan Love | $\rightarrow \downarrow \searrow + A$ |
| Sexy in the Sky | $\downarrow \searrow \rightarrow + A$ |
| Kong Reflect | $\rightarrow \downarrow \searrow + A$ (without ball) |
| Dynamite Hip | $\rightarrow \leftarrow \swarrow \downarrow \searrow \rightarrow + A$ (full meter) |
| Special Pass | $\rightarrow \downarrow \searrow + B$ |



SABU



The gangster is a favorite among the T&T staff and bears a striking resemblance to our beloved Chief Crispy.

B-Team: Like Misuzu, he is good against humans but gets chewed up by the computer. His speed does not help him either. He does have a big gun to shoot the ball with.

| | |
|--------------------|--|
| "Jingi" Whirl | $\rightarrow \downarrow \searrow + A$ |
| "Yakuza" Fire | $\downarrow \searrow \rightarrow + A$ |
| "Yakuza" Reflect | $\rightarrow \downarrow \searrow + A$ (without ball) |
| "Ninkyo" Explosion | $\rightarrow \leftarrow \swarrow \downarrow \searrow \rightarrow + A$ (full meter) |
| Special Pass | $\rightarrow \downarrow \searrow + B$ |



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Virtual On



strategy guide

VIRTUAL ON
CYBER TROOPERSBy Christopher Tan
& Nikos Constant

what you should know ...

Virtual On is the latest arcade video game developed by Sega AM3 (the same development team which gave you *Sega Rally Championship*). Giving arch-rival Namco a taste of its own copycat medicine, *Virtual On* at first glance seems to be stunningly similar to Namco's texture-mapped polygon mech game *Cyber Commando*. Upon further inspection, however, the insightful gamer will discover that *Virtual On* has far more strategy involved than its hide-and-shoot predecessor and competitor.

Virtual On bears a certain resemblance to Sega's phenomenal fighting game, *Virtua Fighter 2*, except that this time you get to control huge mechs called Virtuaroids (VRs) rather than martial arts experts, and the game is controlled from a second-person behind-the-mech perspective. This game has been a great hit in Japan, thanks to the large number of *Gundam* fans there.

THE STORY

The storyline behind *Virtual On* is sort of a cross between the movie *The Last Starfighter* and Orson Scott Card's sci-fi novel, *Ender's Game*. Earth has entered the Virtual Century (V.C.). The entire world is now controlled by a few large syndicates that operate the media and the Earth has entered into yet another dark age. Humans have switched their focus from saving the planet into space colonization. Compared with the Earth, these Terran colonies are expanding and developing at a much greater speed and the syndicates on Earth are wary of this newfound power. In V.C. 0084, one of the syndicates on Earth, DN, has found the ruins of a civilization that houses technology far more advanced than on Earth or any of the other colonies. DN hides this technology and uses it to produce weapons that are much more advanced than its competitors'. These human-esque robots are code-named Virtuaroids (VRs). As it turns out, VRs are inherently difficult to control, and only people who are *Virtual On Positive* (VO+) can control a VR well. In a discrete attempt to search for these people, DN makes a video game called *Virtual On* and puts it in the local video arcades to test for VO+ players. Unbeknownst to the players, there is a remote control system in each game machine that can link-up the simulators to actual VRs situated on the moon, where DN's VR factory is located. However, the central computer in the VR factory has become self-aware, and takes control of the DN enterprise on the Moon. The ultimate weapon — the Sun Cannon — has been activated by the central computer. Sensing disaster, DN has little choice but to destroy the renegade factory with their VRs. Operation Moongate is put into action, the satellite link-ups are activated, and VO+ players are (unknowingly) used in this real-life wargame. Can you battle your way through the renegade Virtuaroids and destroy the Sun Cannon before it destroys the Earth?

The Screen



You can find the following on the game screen:

1. The life meters for both your VR and the enemy's.
2. The timer. Usually set to 90 seconds against CPU, 60 seconds against human challengers.
3. Three weapons charge gauges, one for each weapon.

You cannot fire a weapon

when its charge gauge is in the red. A red gauge implies that either the weapon is running out of ammo and is recharging, or it may be reloading, or both. There is a difference between charge and reload times.. For example, Belgdor's Napalm has a quick reload time but a slow charge time.

4. A lock-on sight. Lock-on is achieved when the enemy comes into your VR's forward arc, and is displayed as a single circle around your enemy. Most weapons will automatically track your enemy if there is a lock-on. Again, tracking and homing ability are different; tracking means that the projectiles naturally curve towards the enemy, whereas homing ability is defined by the maximum degree of deviation of the projectiles from their original trajectory.
5. A double lock-on sight appears when you come to close quarters with the enemy. When this occurs, some or all of your weapons will switch to close combat mode. Weapons used in close combat mode have their charge gauges in yellow, and do not run out of ammo. However, they are still subject to reload time, in this case referring to the time it takes to withdraw the VR's sword, hammer, arm, etc.
6. Distance meter. Tells you the distance between you and your enemy (in meters).

CPU Game Sequence

1. Temjin
2. Viper II
3. Dorkas
4. Belgdor
5. Bal-Bas-Bow
6. Jaguarandi
(mid-boss that can be avoided by completing first five stages in under 2'55"00)
7. Apharmd
8. Fei-Yen
9. Raiden
10. Z-Gradt
(final boss that cannot be beaten by letting the 90 sec timer run out)



Basic Control

Control of a VR's motion is exercised via two flight sticks. On each stick there is a trigger and a dash button. The flight sticks are used to make your VR dash, jump, crouch, guard etc.. The left and right triggers are distinct from each other; however, there is no differentiation between the dash buttons (situated at the top of each flight stick).

Walk (slowly) in any direction by holding one stick in that direction.

Holding one stick in either a forward or backward direction results in an additional turning moment.

Run (walk at high speed) in any direction by holding both sticks in the same direction.

Jump by pulling the sticks apart/outwards $\leftarrow \rightarrow$.

Dash in any linear direction by holding one or both sticks in that direction and pressing the dash button.

Rotate clockwise by pushing the left stick forward and pulling the right stick backward $\uparrow \downarrow$. Vice versa for anti-clockwise rotation $\downarrow \uparrow$.

Guard

Guard against close-range attacks by pulling both sticks inward $\rightarrow \leftarrow$. You can guard only when the enemy is close at hand (when the enemy has a double lock on you). Guarding a close-range attack subjects you to a small fraction of the damage that would be inflicted if you were not guarding. Projectile weapons cannot be guarded against.

Firing Your Weapons

Each VR has 3 weapons: left, right and central. These correspond to the weapons charge gauges shown on the screen. Fire the right weapon by pressing the right trigger, the left weapon by pressing the left trigger, and the central weapon by pressing both triggers simultaneously. You can fire your weapon while standing, walking, dashing, jumping or crouching (most of which lead to different results).

Crouching

VRs can crouch only when firing a weapon. A crouch attack is performed by pulling both sticks inwards $\rightarrow \leftarrow$ and pressing the trigger(s). Most crouch attacks can be performed by simultaneous stick and trigger actions, although in certain crouch attacks, it is easier to pull the sticks inwards a split-second before firing. Generally, crouch attacks have better homing ability and/or faster speed. Most crouch attacks fire into the air, and can thus also be used against opponents in the air.

Advanced Control

Dash-Cancel

You can stop a dash halfway by pulling one or both sticks to the direction opposite to the dash vector and pressing the dash button. For example, to stop a left-dash, pull either or both sticks to the right and press the dash button. Dash-cancels cannot be performed after you have fired in the dash.

Jump-cancel

You can also cancel a jump by pulling the sticks inwards (same stick motions as guarding or crouching). Your VR will land immediately. However, jump-cancels cannot be executed after your VR has reached the highest point of its jump, or after having fired in the air.

Weapon-Cancel

There are three kinds of weapon-cancels in this game: guard/jump—weapon-cancel, crouch—weapon-cancel and dash—central-weapon-cancel.

Guard/Jump—Weapon-Cancel: All close-range attacks (sword, tongfer, hammer and other forms of hand-to-hand combat) can be cancelled midway through their animation frames by guarding or jumping. This is similar to retracting a kick (K, G) in *Virtua Fighter 2*.

Crouch—Weapon-Cancel: After firing a weapon while standing or walking, you can immediately fire a crouch shot. As an example, Temjin can fire a rifle beam while walking, and follow up immediately with a double beam crouch shot, the end result being 3 shots fired in quick succession. This technique, when modified for close-range combat, can be very useful. Some examples — Temjin: rifle thrust (right trigger) — cancel \rightarrow crouch bomb. Apharmd: tongfer —cancel \rightarrow crouch bomb. Raiden: bazooka-arm blow —cancel \rightarrow crouch laser(!). The enemy cannot guard the second attack because the crouch attack is projectile-based and not a close-range attack (except for Temjin's crouch-sword and Apharmd's crouch-tongfer). All central weapons cannot be canceled by crouch-shooting, however (again, excepting Temjin's sword and Apharmd's tongfer, which can be cancelled midway through their motions if they are used in close combat).

Dash—Central-Weapon-Cancel: With the exception of Raiden's laser, after firing a standing or walking central weapon, you can immediately dash away (and fire in the dash if you choose to do so). To illustrate: Dorkas can launch a standing phalanx, then dash forward and shoot fireballs immediately. Or, Apharmd can do a tongfer attack, then dash away the moment the tongfer's attack phase is over. Consequently, the refractory period of the central weapon attack is lessened or negated. To be precise, this technique is not so much a weapon-cancel as it is a weapon-recovery-time-cancel.

Quick Recovery

When a VR absorbs a certain (large) amount of damage in a (short) time frame, it falls down. Get your VR back on its feet (or appendage, in the case of Bal-Bas-Bow) in double-quick time by wiggling the sticks! It is expedient to use only one stick

to struggle (to use a VF term) as accidentally wiggling the two sticks apart may cause the VR to fly.

Rising Dash

Dash immediately after getting up from a fall! Hold one or both sticks in the direction you wish to dash, plus the dash button (just holding it will do, no need to keep tapping the button), and your VR will execute a rising dash. Rising dash attacks are modified to become more powerful (they contain a certain proportion of "forward-dash property"). Eg 1. Temjin shoots 4 big rifle beams (rather than small ones) when firing in a left-rising-dash. Eg 2. Raiden shoots a double 4-way laser (rather than 2-way) when executing a right-rising-dash attack.

Rising Attack

You can attack an enemy at close quarters while rising. If the enemy stands near your VR's fallen body with a double lock-on, you can attack him immediately upon rising, by rapidly tapping the trigger(s) of the weapon that you would normally use in close combat.

Circular Attack

This move can only be executed in close combat and with a double lock-on. Hold both sticks in the same forward-diagonal direction, then push both sticks to the other forward-diagonal direction, then press the trigger(s) of the weapon that you use in close combat. You can execute the stick motions by rotating them in a forward 90° arc (either direction is possible).

For example, press both sticks forward-left, then both forward-right, then press both triggers to have Temjin circle to the left and then to the back of his opponent and slash from behind. This attack cannot be guarded against, as your VR circles behind the enemy to slice/bash it in the back. Apharmd, Temjin and Viper players, take note!

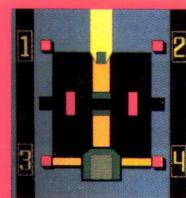
Special Moves

Only three VRs in this game have special moves.

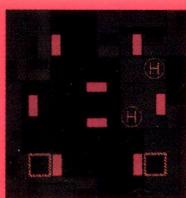
Spinning Hammer (Dorkas): $\uparrow \downarrow +$ both triggers. This move is easier to perform if you enter the stick motions a split second before hitting the triggers (rather than simultaneously). Unfortunately, though nice to watch, this move is all but useless.

Gliding Ram (Temjin): Jump, then while in the air, press forward on both sticks and both triggers, all at the same time. You must be at full charge on all three weapons to be able to execute this. Again, cool to watch, but it is only slightly more useful than the Spinning Hammer, and furthermore, it depletes all charge on your bomb and beam sword gauges. Point to note: you can start to turn Temjin around in the descent phase of this move.

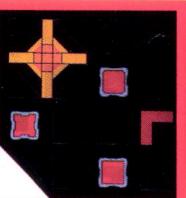
Super Dive (Viper II): Executed in the exact same manner as the Gliding Ram, under the same constraints (full ammo), but with a much higher chance of connecting with the opponent, as the Super Dive has some homing ability. Viper is invulnerable to attacks during the dive phase, as well as for a brief moment upon landing.



Flooded City



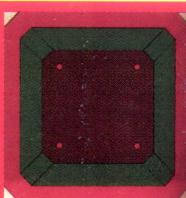
Airport



Water Front



Green Hills



Ruins



Secret Base

MISSION STAGES



Advanced Control

Side jump

When executing a normal jump, the initial thrust is straight upwards, meaning to say that your initial air mobility is limited. With a side jump, your VR's jets impart a diagonal-upwards thrust so that you can start moving your VR sideways in the air in the ascent phase. Eg. ←→ then ←→ will make you jump towards the left. Try this out for Viper II and see the difference!

Moving squat

You can execute a moving squat if you are walking sideways before performing

a crouch shot. For example, ←→ then →←+ trigger — your VR walks left, then does a crouch shot while still moving left. This is the advisable way to pull off squat-shots, as the normal crouch attack leaves you frozen in your position while in the attack phase. Diagonal moving squat shots (eg. hold both joysticks forward-left, then press →← + trigger) are also possible, though difficult. Forward or backward moving squat shots are, to my knowledge, not possible.

Moving squat — direction-change

Cute, but it is about as useful as a normal moving squat only. ←→ then →←+ trigger then →→ makes your VR walk left, perform a left-moving crouch attack, then move right (while still crouching).

Quick recovery after a dash-attack

Jump—>canceling at the end of a dash attack reduces the freeze time. Another way to cut down on recovery-time at the end of a dash attack is to fire a central-weapon (except Raiden's laser) the moment you complete the dash, and then dash away again.

Double close-combat attack

When you want to lay an arm on the opponent, why not lay both arms instead? Press the right trigger, then the left trigger, when the double lock-on sight appears around your enemy. Your VR will hit (or, try to hit) the enemy with the right weapon, then the left. You can also press left trigger—>right trigger. Double close-combat attacks are most pronounced for Fei-Yen (Slash left, slash right) and Dorkas (Fireball thrower, Sledgehammer).

Tactics

Catching your enemy

The most crucial thing in combat is to keep your enemy in sight. This is important for two reasons. First, when the enemy is in your forward arc, there will be a lock-on sight around him. This allows your weapons to track the enemy. Secondly, by keeping the enemy in your sights, you can see what your enemy is going to do, and thus can react much more quickly and accurately.

There are three methods to keep your enemy in sight...

1. By turning
2. By jumping (or jump—>canceling). Your VR rotates to face the enemy automatically when you jump.
3. By a dash-attack. Your VR automatically turns to face the enemy when you fire in a dash.

The three different methods above should be used in different situations: If you are behind a cover, far away from the enemy, both turning or jump—>canceling can be used to put the enemy in your forward arc.

If you have just performed a close-range attack and missed, and the enemy has dashed away to evade, turning to locate the enemy is too dangerous since it is slow, and you will get hit if the enemy attacks in the evasive dash. Performing a dash-attack, though possible, results in a loss of attack initiative in the next counter-attack by the enemy. The most suitable way in this case is to do a jump—>cancel. This method allows you to quickly reorientate and strike at your enemy when he freezes after the evasive dash.

If your enemy is somewhere behind you, and on the attack initiative, executing a dash-attack is the best way to get out of this hairy situation. Look for the nearest obstacle and dash for cover. Fire a weapon while dashing, and you will face the enemy again. Then, plot your next line of attack.

Evading enemy fire

Most of the time in the battlefield, you will not have the luxury of obstacles to cover you. So it is imperative that you learn how to avoid getting hit in open terrain. For fast VRs like Viper II or Fei-Yen, walking perpendicular to the enemy's shots is fast enough to evade many attacks like Temjin's beam rifle or Belgdor's grenade launcher. These VRs can even attack back (while walking) with the hand beam (Fei-Yen) or Vulcan (Viper II). Basically, if you can avoid fire by walking, then don't dash.

For the other VRs, dashing sideways is the most common method of evading. Side dashes are proof against most attacks since they are fast, and perpendicular to the direction of enemy fire. However, it is inexpedient to strike back at your enemy during the side-dash. (Although it is possible to fire your weapon during the side-dash, the recovery time after the dash attack is horrendously long). The best way to overcome this problem is through dash-cancelling. After you have evaded all of the enemy's shots while in the dash, you can cancel it, and immediately strike back. Proper understanding and usage of the dash-cancel manoeuvre is necessary for you to be a skilled VR pilot.

For Viper II, Fei-Yen and Bal-Bas-Bow, jumping is also a good way to evade enemy fire,

as these VRs can travel a relatively long distance in the air. While in the air, you can take evasive action and attack at the same time. Finding an obstacle behind which you can take cover while landing is important, however, because you are defenseless for the split-second that you land. If you have performed a dash-attack, and want to shorten the recovery time at the end of the dash, execute a jump—>cancel. Not only does this reduce the freeze time, it is also an evasive manoeuvre in itself. The initial velocity of the jump is high, and weapons with low homing ability can be evaded in this way. Temjin's and Apharmd's bombs are great for defense. The burst radius of the bomb neutralises all projectile weapons (including Raiden's laser).

Attacking

Although most weapons in this game have some degree of homing ability, your enemy can evade them easily, simply by dashing (or even walking, for the faster VRs). So what can you do to successfully and consistently hit the opponent? The basic theory behind getting your hits in is to time your shots such that they hit the enemy when he freezes (ie. when recovering from a dash, jump, etc.). Of course, this is easier said than done, as your opponent most probably knows this as well, so ultimately the pilot who can control the tempo of the game will have the upper hand. Forcing your enemy to dash or jump before you do gives you the attack initiative. Also, apart from tempo, it is important to know which direction to dash-attack. A side-dash-attack by the enemy should be countered by a forward-dash-attack. In this way, your enemy's shots

will go wide, while yours will stay true. See the topic on Thrust Vectoring for a more detailed explanation.

Miscellaneous

Viper's super dive can be easily evaded by jumping. However, Viper's homing beam when launched from the air will almost certainly hit you if you try to jump to avoid it. If an enemy Viper is overhead (such that you cannot see him), and you don't know which attack he is going to use, stay calm and listen! The homing beam make a "ding" sound when it is fired. So if you hear this sound, dash away, otherwise, jump!

Apharmd's side-dash-bomb attack has no burst effect, and thus cannot be used for defence purposes.

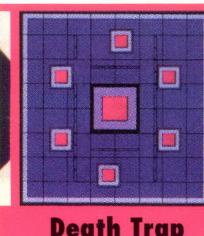
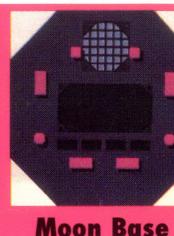
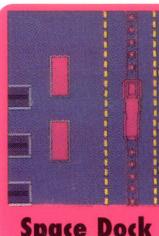
Raiden's laser, although a projectile weapon, is the strongest close-range weapon in the game because it comes out faster than any sword, tonger or arm-blows. So unless you're directly behind, don't even think of slashing him. If you are really die-hard about close combat, use a crouch attack. Temjin's crouch sword, in particular, can duck underneath Raiden's lasers and sweep him off the floor.

Dorkas squats when launching his phalanx, and if you time it correctly, you can actually duck beneath Temjin's sword, Apharmd's tonger or even Raiden's laser!

Dorkas' spinning hammer can be guarded against, as it is considered a close-range move. Also, when facing the enemy, if you time the guard motion properly (not too early, otherwise it doesn't register; not too late, otherwise you can't guard the attack in time), you can block Temjin's Gliding Ram or Viper's Super Dive as well! (Just tried it out with a friend...)

Check It Out!

Look carefully at the design of every VR's back. A white Sega Saturn (white is the color of the Saturn in Japan) is incorporated into each. Is this the VR's power source?



MISSION STAGE SEVEN



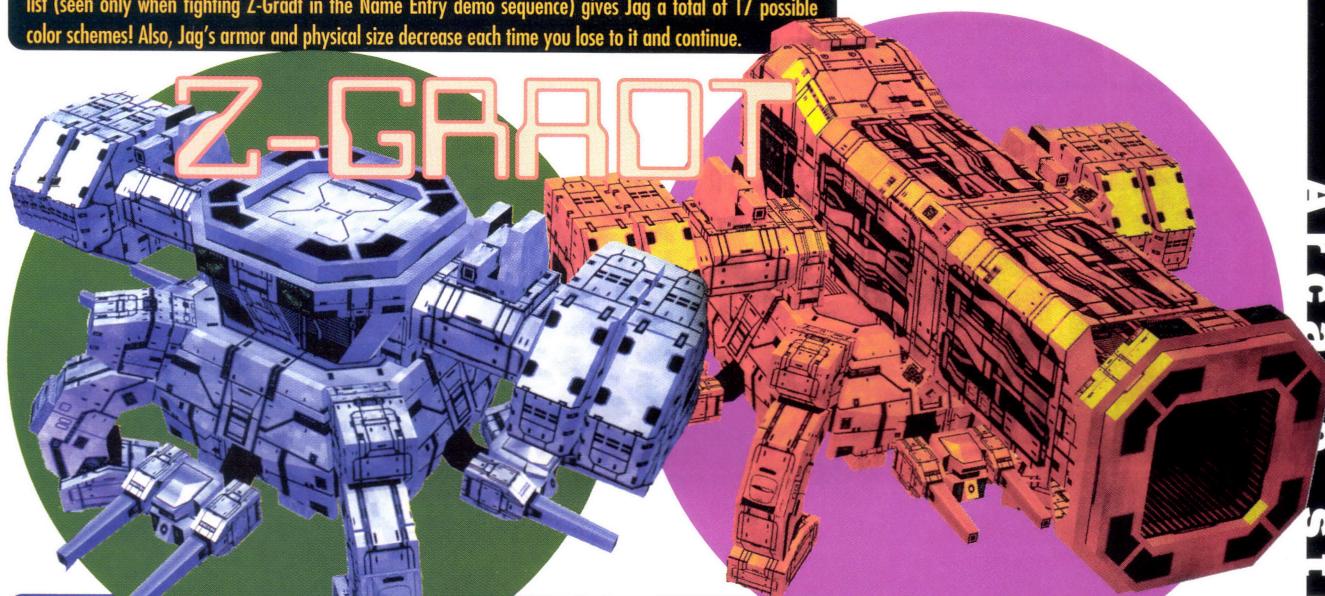
The mid-boss of this game, Jaguarandi, is actually not a real Virtuaroid created by DN, but is instead a simulacrum based on residual data left in the beta test copy of the Virtual On simulator. DN recruited a young boy as a tester for the VO simulator, and all of his combat records were stored in the computer's memory bank. Later, these records of his opponents were pulled up from the memory bank and melded into a single, mega-VR: Jaguarandi. Exactly why DN included this simulated VR in the final release version of Virtual On is unclear. All that is known is that DN has no plans to remove this bug from the program.

Jaguarandi is an absolute nightmare for the unprepared, and many believe that it is even more powerful than the final boss. Imagine a VR with the maneuverability of Temjin, tougher armor than Raiden, an 8-way laser and an enhanced bazooka, and you can begin to understand the headaches it can cause.

Jaguarandi has three weapons: a bazooka, a 4-way missile and an 8-way laser. The bazooka is the main weapon of Jaguarandi. Fast and powerful, it takes just three hits of its bazooka to kill a VR (two hits if you are using Viper II). Fortunately, the bazooka's homing ability is limited. Fast VRs can evade bazooka attacks by walking sideways. Heavier VRs have to dash to evade Jaguarandi's bazooka, but do NOT dash attack, as Jag can hit you with its forward dash bazooka when you recover from your dash. 4-way missiles are much easier to avoid - simply position yourself in any gap between the missiles. If you are standing in front of Jag when he launches the missiles, they cannot hit you. So stay calm when he fires and act accordingly! You can also try to evade it by jumping. Likewise, you can avoid Jag's 8-way laser by positioning your VR in between the lasers. Incidentally, the lasers travel at a slower speed than the missiles! Jaguarandi will enter into berserk mode when it is facing you at a distance of 100-300m. In this mode, it will continuously use its missiles and lasers in succession. Plot your path through the gaps and counter-attack!

Jaguarandi appears after the fifth round of combat if you average more than 35 seconds in each round of the first five stages, but can be avoided otherwise (ie. if you finish off the first five characters in under 2'55"00). It marks the transition from Earth-based simulator combat to Moon-based real-time combat.

Some interesting things about Jag: It mimics the color of its opponent! Adding its own (original) color to the list (seen only when fighting Z-Gradit in the Name Entry demo sequence) gives Jag a total of 17 possible color schemes! Also, Jag's armor and physical size decrease each time you lose to it and continue.



After you defeat Raiden, you will reach the core of the ruins. The final boss, Z-Gradit, is waiting for you. It has five different weapons at its disposal: a Ring laser, a Chain laser, floating mines, Phalanx and a Mega-laser cannon. Z-Gradit will attack you with the first four weapons in the beginning, during which time there is an energy field around it. Your attacks will sap only a minuscule fraction of its energy. After firing the second set of mines and phalanx batteries, however, Z-Gradit undergoes a transformation to fire its mega-laser cannon. Its color turns from grey to gold at this time. This is the chance to strike back hard because its energy field is lowered. Literally a golden opportunity! The basic strategy against Z-Gradit involves constant evasion, up to the point where it transforms. Once it starts to do so (you can tell by the color change), close the distance between your VR and Z-Gradit so that you only need to move a short distance to avoid the mega-laser. Use your VR's most powerful weapon first, followed by the right-hand weapon. Don't dash while shooting; the standing or walking shot is much more effective. Be sure not to get hit by the mega-laser! After Z-Gradit fires the cannon and raises its energy shield once again (turning back to gray), dash away and wait for the second transformation. You have to destroy Z-Gradit within the time limit (90 seconds) in order to complete the game.

If you lose all of your energy, or you are at a lower energy level than Z-Gradit at the end of 90 seconds, you can continue by inserting another credit. However, if you run out of time and have a higher energy level than Z-Gradit, your VR simulator disengages from the satellite link-up, the core chamber blows up and you cannot continue (but the computer credits you with the win over Z-Gradit in the Highest Winning Streak list).

Point of note: Whether Z-Gradit undergoes two or three transformations in the course of 90 seconds depends on how badly it is damaged at the first transformation. The more damage it sustains in the first transformation, the more times Z-Gradit lowers its energy field.

JAGUARANDI

Arcade Strategy
Arcade Strategy

Virtual On



A stripped-down version of Raiden. Armor levels are reduced to allow for greater mobility (compared to Raiden.) It was originally designed for long-range support attack. Consequently, its homing missiles can hit enemies from miles away. But because the homing missile launchers are located on the shoulders, it is very unbalanced and tends to fall down easily. Weapons: Grenade, Napalm, Homing Missile.



Close-Range Weapon Activation Distance (in meters)

| WEAPON | Left | Central | Right |
|---------|------|---------|-------|
| BELGDOR | 24.9 | — | 39.9 |

Weapon Strength Table — BELGDOR

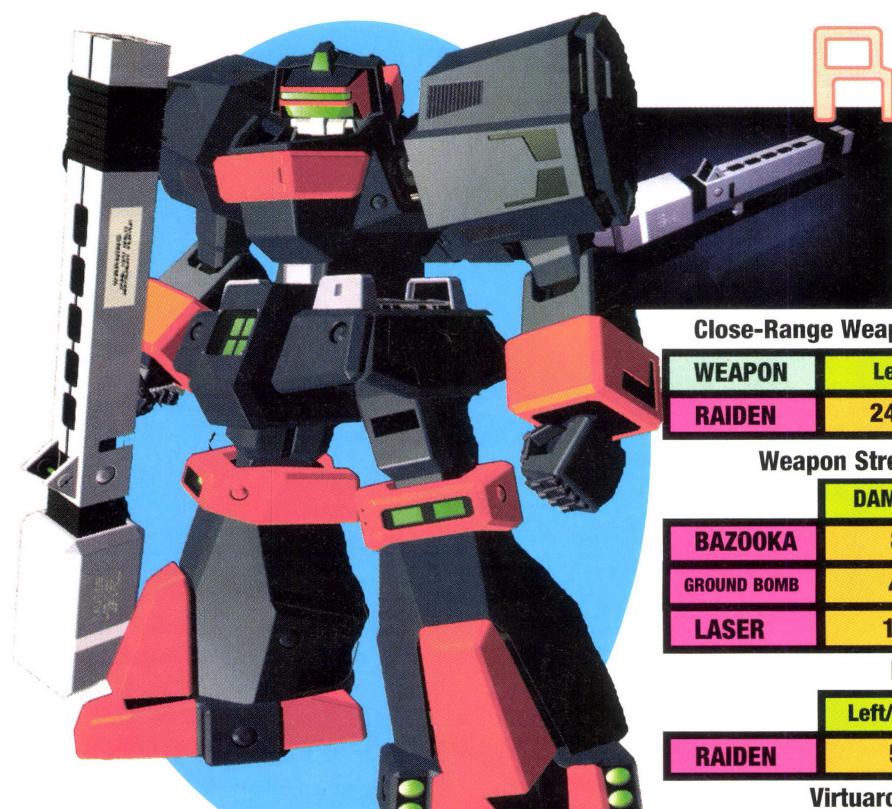
| | DAMAGE | SPEED | HOMING |
|----------------|--------|-------|--------|
| GRENADE | 2 | 6 | 2 |
| NAPALM | 6 | 2 | 2 |
| HOMING MISSILE | 8 | 4 | 8 |

Relative Dash Speeds (1-10 rating)

| | Left/Right | Forward | Backward |
|---------|------------|---------|----------|
| BELGDOR | 5 | 4 | 1 |

Virtuaroid Ability Comparison (1-10 Scale)

| | Mobility | Jump Jets | Power | Close Combat | Weaponry | Armor |
|---------|----------|-----------|-------|--------------|----------|-------|
| BELGDOR | 7.5 | 5.5 | 6.25 | 4.5 | 8 | 5.75 |



Close-Range Weapon Activation Distance (in meters)

| WEAPON | Left | Central | Right |
|--------|------|---------|-------|
| RAIDEN | 24.9 | — | 49.9 |

Weapon Strength Table (1-10 scale) — RAIDEN

| | DAMAGE | SPEED | HOMING |
|-------------|--------|-------|--------|
| BAZOOKA | 8 | 6 | 4 |
| GROUND BOMB | 4 | 2 | 2 |
| LASER | 10 | 2 | 2 |

Relative Dash Speeds (1-10 rating)

| | Left/Right | Forward | Backward |
|--------|------------|---------|----------|
| RAIDEN | 5 | 4 | 1 |

Virtuaroid Ability Comparison (1-10 scale)

| | Mobility | Jump Jets | Power | Close Combat | Weaponry | Armor |
|--------|----------|-----------|-------|--------------|----------|-------|
| RAIDEN | 4.5 | 5 | 8.75 | 4.5 | 8.75 | 9.5 |

mvb-0L-**b** **TEMJIN**

The most all-rounded VR in the game. It is fast, well-armored and has good weapons. Excels in close- to mid-range combat. Comparatively, its right-hand weapon is the most deadly in the game.
Weapons: Beam Rifle, Bomb, Beam Sword.



Virtual On

Close-Range Weapon Activation Distance (in meters)

| WEAPON | Left | Central | Right |
|--------|------|---------|-------|
| TEMJIN | 14.9 | 99.9 | 54.9 |

Weapon Strength Table (1-10 scale) — TEMJIN

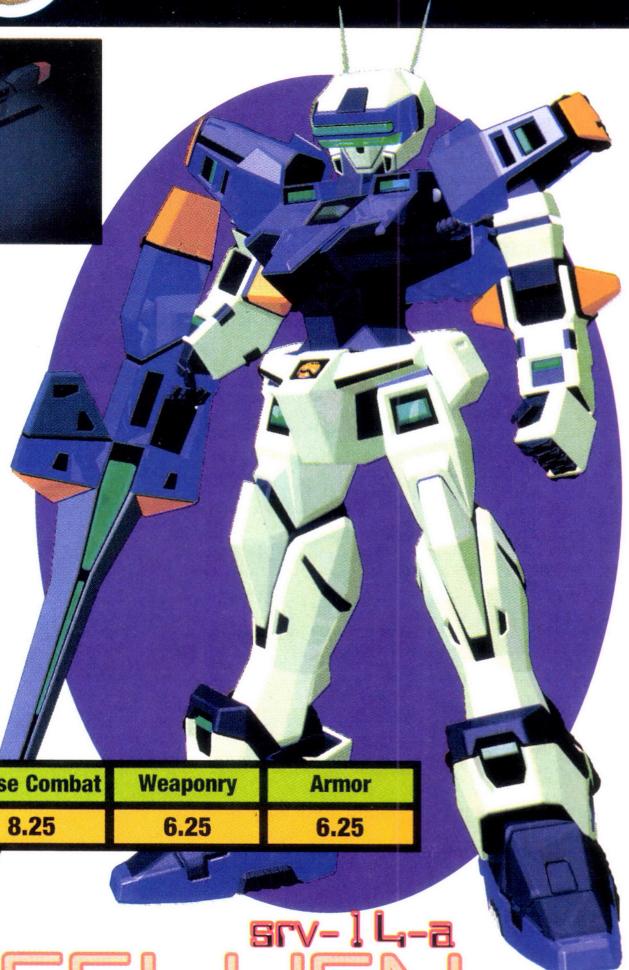
| | DAMAGE | SPEED | HOMING |
|------------|--------|-------|--------|
| BEAM RIFLE | 6 | 6 | 4 |
| BOMB | 2 | 2 | 2 |
| BEAM SWORD | 8 | 2 | 2 |

Relative Dash Speeds (1-10 rating)

| | Left/Right | Forward | Backward |
|--------|------------|---------|----------|
| TEMJIN | 7 | 7 | 1 |

Virtuaroid Ability Comparison (1-10 scale)

| | Mobility | Jump Jets | Power | Close Combat | Weaponry | Armor |
|--------|----------|-----------|-------|--------------|----------|-------|
| TEMJIN | 7 | 6.25 | 6 | 8.25 | 6.25 | 6.25 |



SRV-1L-a **FEI-YEN**

The only female VR in the game, Fei-Yen is the fastest of them all. Compared with Viper II, Fei-Yen is more agile, but she does not have quite as good a weapon system. But when her life is reduced to half, she will switch into Hyper Mode and all her attacks will then be twice as powerful. Weapons: Hand Beam, Bowgun, Heart Beam.

Close-Range Weapon Activation Distance (in meters)

| WEAPON | Left | Central | Right |
|---------|------|---------|-------|
| FEI-YEN | 64.9 | — | 44.9 |

Weapon Strength Table (1-10 scale) — FEI-YEN

| | DAMAGE | SPEED | HOMING |
|------------|--------|-------|--------|
| HAND BEAM | 2 | 8 | 4 |
| BOWGUN | 6 | 4 | 6 |
| HEART BEAM | 8 | 2 | 10 |

Relative Dash Speeds (1-10 rating)

| | Left/Right | Forward | Backward |
|---------|------------|---------|----------|
| FEI-YEN | 7 | 6 | 2 |

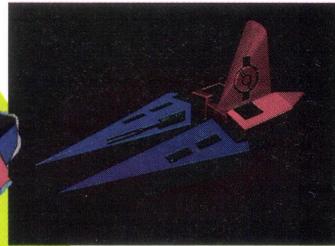
Virtuaroid Ability Comparison (1-10 scale)

| | Mobility | Jump Jets | Power | Close Combat | Weaponry | Armor |
|---------|----------|-----------|-------|--------------|----------|-------|
| FEI-YEN | 10 | 8.75 | 7.5 | 5 | 6 | 4.5 |



trv-06H-h

VIPER II



Viper II's design is based loosely on the skeleton of Temjin. It has great jumping ability and superb dashing speed, but loses the majority of its armor in the trade-off. It has the least armor for any VR, but its weapon system is one of the best. Weapons: Vulcan, 7-Way Missile, Homing Beam.

Close-Range Weapon Activation Distance (in meters)

| WEAPON | Left | Central | Right |
|----------|------|---------|-------|
| VIPER II | 44.9 | — | 44.9 |

Weapon Strength Table (1-10 scale) — VIPER II

| | DAMAGE | SPEED | HOMING |
|---------------|--------|-------|--------|
| VULCAN | 4 | 8 | 2 |
| 7-WAY MISSILE | 6 | 2 | 6 |
| HOMING BEAM | 8 | 2 | 8 |

Relative Dash Speeds (1-10 rating)

| | Left/Right | Forward | Backward |
|----------|------------|---------|----------|
| VIPER II | 5 | 5 | 5 |

Virtuaroid Ability Comparison (1-10 scale)

| | Mobility | Jump Jets | Power | Close Combat | Weaponry | Armor |
|----------|----------|-----------|-------|--------------|----------|-------|
| VIPER II | 8.75 | 8.75 | 6.25 | 5 | 7.5 | 2.5 |

hbv-10-b

DORKAS



A lower-cost version of Raiden, but it packs just as much punch. Its Phalanx can pass through obstacles, and its hammer has great homing ability. Moreover it has a low center-of-gravity and does not fall down easily. Dorkas excels at close- to mid-range combat. Weapons: Fireball, Hammer, Phalanx.

Close-Range Weapon Activation Distance (in meters)

| WEAPON | Left | Central | Right |
|--------|------|---------|-------|
| DORKAS | 29.9 | — | 59.9 |

Weapon Strength Table (1-10 scale) — DORKAS

| | DAMAGE | SPEED | HOMING |
|----------|--------|-------|--------|
| FIREBALL | 4 | 6 | 4 |
| HAMMER | 4 | 2 | 8 |
| PHALANX | 8 | 2 | 4 |

Relative Dash Speeds (1-10 rating)

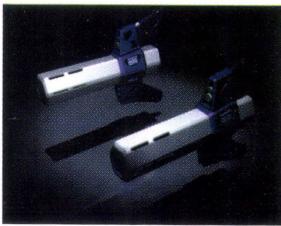
| | Left/Right | Forward | Backward |
|--------|------------|---------|----------|
| DORKAS | 5 | 4 | 1 |

Virtuaroid Ability Comparison (1-10 scale)

| | Mobility | Jump Jets | Power | Close Combat | Weaponry | Armor |
|--------|----------|-----------|-------|--------------|----------|-------|
| DORKAS | 5.75 | 5 | 7.5 | 7 | 7.5 | 7.5 |



A prototype VR. It has no legs and is quite slow on the ground, but it has awesome jump abilities. Its weapons do not do much damage but they are difficult to evade, especially the floating mines. Bal-Bas-Bow is considered by many to be the weakest VR in the game. Weapons: Ring Laser, Floating Mines, Hand Bit.



Close-Range Weapon Activation Distance (in meters)

| WEAPON | Left | Central | Right |
|-------------|------|---------|-------|
| BAL-BAS-BOW | 24.9 | — | 44.9 |

Weapon Strength Table (1-10 scale) — BAL-BAS-BOW

| | DAMAGE | SPEED | HOMING |
|---------------|--------|-------|--------|
| RING LASER | 4 | 6 | 2 |
| FLOATING MINE | 2 | 4 | 10 |
| HAND BIT | 4 | 2 | 8 |

Relative Dash Speeds (1-10 rating)

| | Left/Right | Forward | Backward |
|-------------|------------|---------|----------|
| BAL-BAS-BOW | 7 | 2 | 4 |

Virtuaroid Ability Comparison (1-10 scale)

| | Mobility | Jump Jets | Power | Close Combat | Weaponry | Armor |
|-------------|----------|-----------|-------|--------------|----------|-------|
| BAL-BAS-BOW | 3.75 | 9.25 | 7.5 | 3.75 | 6.25 | 4.75 |



mbv-09-c APHARMD

Another VR based on the Temjin design, but modified for close range combat. Apharmd has better armor and higher speed than Temjin, and its tongfer is the most fearsome close-range weapon in the game. Unfortunately, its shotgun is quite useless. Great skill is required in controlling Apharmd. Weapons: Shotgun, Bomb, Tongfer.



Close-Range Weapon Activation Distance (in meters)

| WEAPON | Left | Central | Right |
|---------|------|---------|-------|
| APHARMD | 14.9 | 139.9 | 54.9 |

Weapon Strength Table (1-10 scale) — APHARMD

| | DAMAGE | SPEED | HOMING |
|---------|--------|-------|--------|
| SHOTGUN | 4 | 4 | 4 |
| BOMB | 4 | 2 | 2 |
| TONGFER | 10 | 2 | 4 |

Relative Dash Speeds (1-10 rating)

| | Left/Right | Forward | Backward |
|---------|------------|---------|----------|
| APHARMD | 5 | 10 | 1 |

Virtuaroid Ability Comparison (1-10 scale)

| | Mobility | Jump Jets | Power | Close Combat | Weaponry | Armor |
|---------|----------|-----------|-------|--------------|----------|-------|
| APHARMD | 6.5 | 6.25 | 8.25 | 10 | 5 | 7.5 |

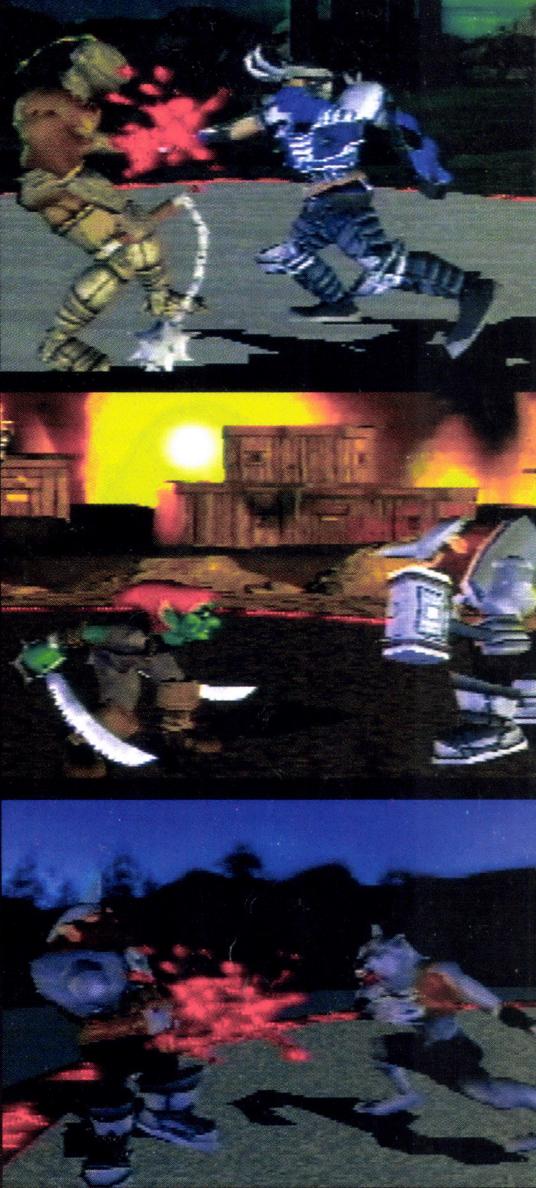
BLONDES? OR BEASTS & BEHEMOTHS.

IS THAT A BABE
IN LEOTARDS
GIVING YOU AN
AEROBICS WORKOUT...

OR IS IT A FLAMING FIEND
FRESH FROM THE PIT
WHO WANTS HIS CLAWS
IN YOUR CHARRED CORPSE?



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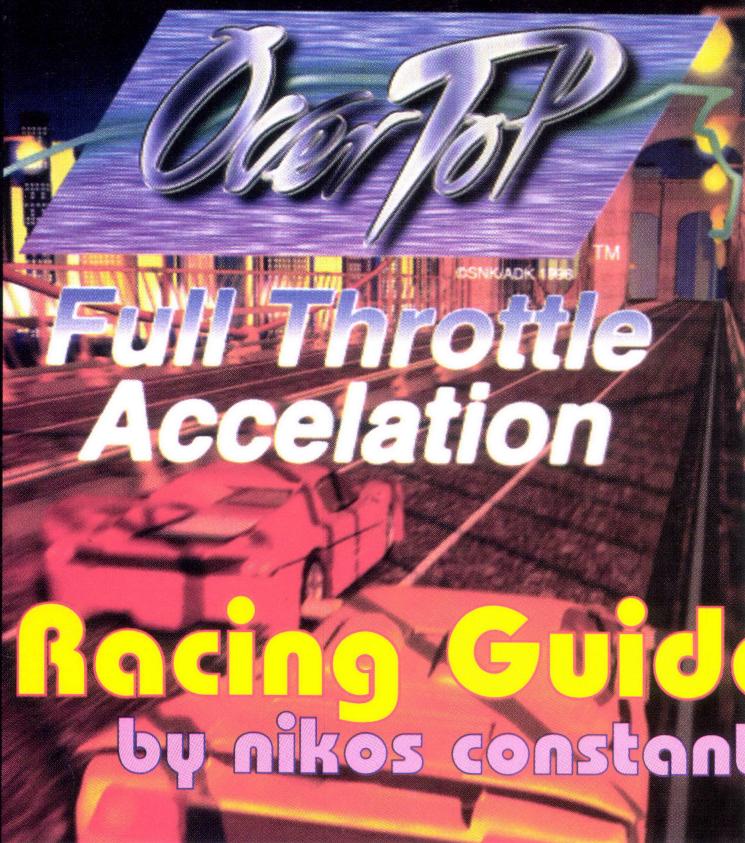
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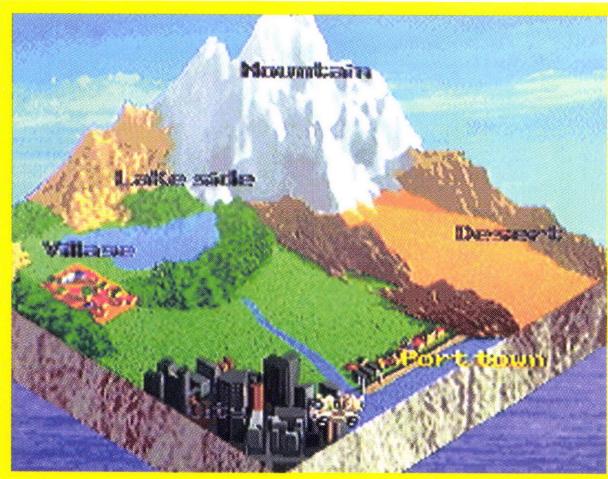
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Racing Guide by nikos constant

terrain

The variety of terrain in *Over Top* is what makes the game difficult to beat. Learn what's best for your car and take the paths that you can go fastest on. There are seven types of terrain: pavement, cobblestone, dirt, sand, snow, water and rock. The maps show what type of terrain you'll be encountering on each course. Use the maps as speed guides.



- There are eight different difficulty settings in *Over Top*. The first six are fairly easy; just concentrate on taking all of the shortcuts and you'll finish the race with ease. 7 and 8 are a different story. Not only must you take the shortcuts, but you can't crash at all or you won't have enough time to finish the race.
- The other cars can be aggressive—don't let them run you off the road.
- Not all shortcuts are good for the car you're driving. Sometimes you might get slowed down because of the terrain. A good example of this is the water shortcut on Stage 2.
- You can set a course record on each separate track, but it doesn't give you any kind of bonus at the end of the game.
- Beep the horn often. It's fun.



What you should know...

short cuts

On the hardest levels, the only way you're going to finish the game is by taking short cuts. Except for the first course, City, all of the tracks have at least one shortcut to take. Use the maps to memorize where all of the shortcuts are located and get used to taking them every time. This will save you some quarters and you'll be able to race longer.

steering

Turning in *Over Top* is a bit awkward because you have to use the joystick. Learn how to powerslide by tapping the brake before you enter a turn, then slamming the joystick in the direction you want to turn. Once you've started your slide, use the joystick to keep the car under control through the turn. The faster cars will easily slide out of control, so you'll want to decrease your speed along with tapping the brake before a turn.

The Vehicles



Over Top



PAVEMENT
SAND DIRT SNOW

CRAFTWORK
AKW-DI

1994cc L4
110ps / 5400rpm
16.5kgm / 2600rpm
2WD(FWD)

The Dominator is an all-terrain vehicle and is the best overall vehicle in the game. You'll start the game off slow, but you'll jam through dirt.

PAVEMENT
SAND DIRT SNOW

DOMINATOR

1995cc L4
95ps / 5000rpm
17.0kgm / 2500rpm
4WD(FULLTIME)



PAVEMENT
SAND DIRT SNOW

HONMA
ADIEGO

6480cc V8
170ps / 3400rpm
40.0kgm / 17000rpm
4WD(PARTTIME)

The Honma is fast and rages through all terrain except for the snow. Control is a bit shaky, but the speed makes this bike a winner.

PAVEMENT
SAND DIRT SNOW

HONMA
ADIEGO

742cc V-TWIN
60ps / 7500rpm
6.3kgm / 6000rpm
2WD(FWD)



PAVEMENT
SAND DIRT SNOW

Drei-Stern
AW600

5958cc L6
110ps / 2600rpm
50.0kgm / 1400~1500rpm
4WD(PARTTIME)

Betty's favorite, the Plot is a little Honda that's OK overall, but the handling really bites the big one. A winner, but you won't break any records.

PAVEMENT
SAND DIRT SNOW

Plot

It's almost impossible to get to win with, but has the best horn.



PAVEMENT
SAND DIRT SNOW

Trac Dio

5900cc V12
492ps / 8000rpm
59.2kgm / 5200rpm
2WD(FWD)

The Dio is a clone of the Lamborghini Diablo, and it's fast! It seems a little bit easier to control, but longer without going fast through dirt.

PAVEMENT
SAND DIRT SNOW

Trac Dio

It's fast through dirt, but longer to control, but longer though the control is shaky. You can win, but the learning curve is high.



F Project is a Honda NSX. It's better on rough terrain than the Dio, though the control is shaky. You can win, but the learning curve is high.

PAVEMENT
SAND DIRT SNOW

Project F350

4698cc V12
520ps / 8500rpm
48.0kgm / 6500rpm
2WD(MR)

Neo-Geo Strategy Neo-Geo Strategy Neo-Geo Strategy Neo-Geo Strategy

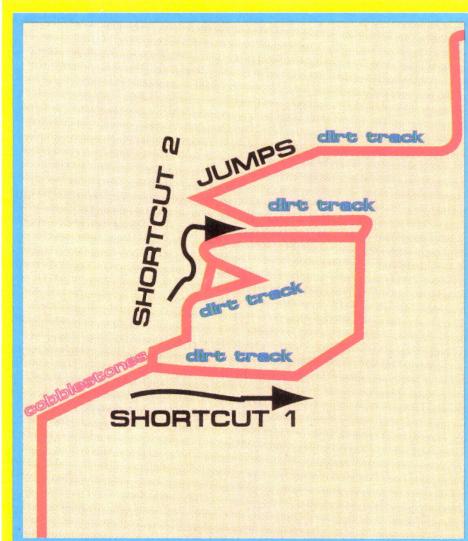
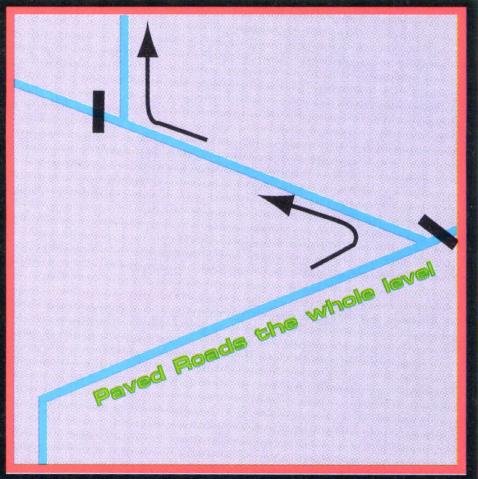


Course Maps



The City course is easy, but there are two tricky turns that can hang you up. The first big left turn is sharp, but easy to manage unless you're using one of the sports cars or the motorcycle. The second turn (to the right) is easy to take, but if you get hung up, you'll be losing a lot of time. Even though it looks like there's a secret path on the map, the black bars are barriers that are impenetrable. No matter what Chris B. says, there is no way to get through those walls, so don't think that there's a shortcut there. It's just a trap to get you to spend more of your quarters by having you get hung up on the turns. Don't be fooled, you won't be saving any time whatsoever.

stage 1 city

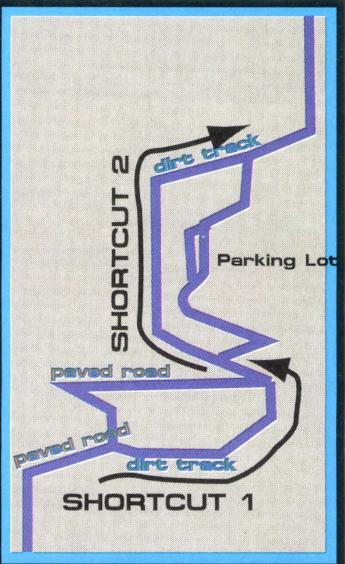


There's one big shortcut on the Village course, and it's located right at the start. Even though you think you should be following the cobblestones to the left, keep going straight and adjust to the right. You'll go under a block of trees and save yourself a bunch of time.

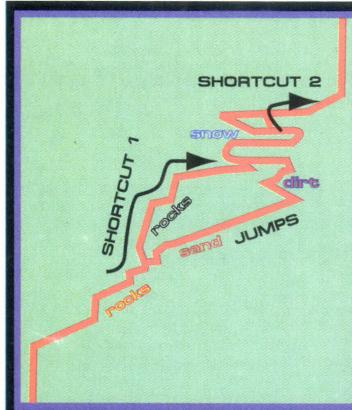
stage 2 village



The first shortcut is similar to the one on stage 2. Go straight instead of turning at the beginning of the race and you'll find it. The second shortcut is only good for the Jeep. You'll jump off the pier and into the water, where you can gain a lot of precious time. The other cars will slow down in the water.



stage 3 lakeside

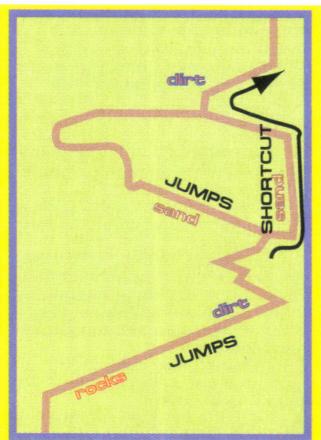


The snow shortcut is key because you'll make fewer mistakes in sliding through the snow.

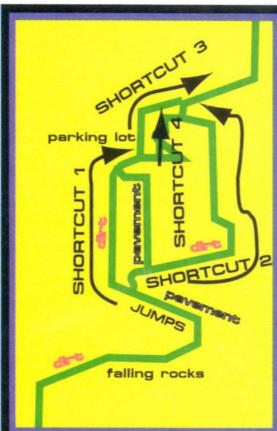


stage 4 mountain

There's only one shortcut through the desert but it saves the most time. Take the right fork and follow the road around the desert town. Stay on the worn path, because if you stray you might get stuck in one of the grooves that blocks your path. Also, don't hit any palm trees or you'll get stuck. This is the most important course if you want to win the whole game. Miss the shortcut, lose the race.

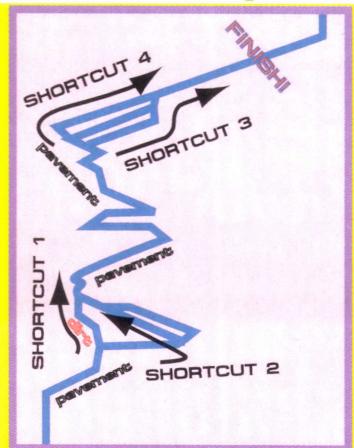


stage 5 desert



Two strange shortcuts here. The map makes you think you're going into water, but there's actually a road past the cones. The second goes through a parking lot and takes a lot of skill.

stage 6 port town



The shortcuts in the Park stage require a lot of finesse, but aren't very long. The most important is the one on the first turn. Keep going straight through the dirt.



stage 7 park

**ACTRAISER***Hidden 1-Ups*

Create a rain shower in the woods located northeast of the lake in Bloodpool. After the storm, the villagers will uncover an artifact which they offer to you. This Source of Life works as a 1-Up which gives you an extra chance to fight evil. You'll also dig up a Source of Life in Kasandra. After washing away the sand in the north, uncover a pyramid, and create an earthquake. The walls of the pyramid will fall and reveal another 1-Up.

THE ADDAMS FAMILY*70 Lives*

Enter the password BLKXB to start with Uncle Fester, Granny, Pugsley and Wednesday; 70 lives and five hearts.

End Password

Enter this password: BLS&P. Walk into the music room and play through the game's final stage.

Hidden Bonus Room

After you lose your last life, head over to the door that says "Continue." Don't go through the door, but keep walking to the left and you'll enter a hidden bonus room where you can pick up four extra lives.

THE ADVENTURES OF BATMAN & ROBIN*Stage Tips*

In Stage 3: Fowl Play, use the flashlight to see bombs on the floor when the lights are out.

In Stage 6: Perchance to Scream, use the gas mask to protect yourself from the Scarecrow's poison gas.

In Stage 7: Riddle Me This..., use the X-Ray Goggles to find the fake walls, which can be blown open with the plastic explosives. The answer to the Minotaur's riddle is "H.B."—Batman will explain what it means.

Cheat Passwords

Each of the following passwords will start you out with nine lives and three continues.

Stage 2: No Green Peace

A / **~** **○** / **■** **▲** **△** / **□** **○** / **■** **□** / **○** **▲** **△**

Stage 3: Fowl Play

○ **●** / **○** **●** **■** **▲** **△** / **○** **●** **□** / **○** **●** **□**

Stage 4: Tale of the Cat

○ **●** **▲** / **○** **●** **■** **□** / **○** **●** **□** / **○** **●** **□**

Stage 5: Trouble in Transit

○ **●** **▲** / **○** **●** **■** **□** / **○** **●** **□** / **○** **●** **□**

Stage 6: Perchance to Scream

○ **●** **○** **●** **■** **▲** / **○** **●** **○** **●** **□** / **○** **●** **○** **●** **□**

Stage 7: Riddle Me This...

○ **●** **○** **●** **■** **▲** / **○** **●** **○** **●** **□** / **○** **●** **○** **●** **□**

Stage 8: The Gauntlet

○ **●** **○** **●** **■** **▲** / **○** **●** **○** **●** **□** / **○** **●** **○** **●** **□**

*AERO THE ACRO-BAT**Five Continues*

Press X, Y, B, A, X, A, B, Y, Up, L at the title screen.

Nine Continues

Press X, Y, B, A, X, A, B, Y, Up, R at the title screen.

Level Select/Skip

At the Start/Options screen, press D, A, D, Y, D, A, D, Y and listen for the machine gun. Then, at any time during the game hit START to pause, then press Up, X, Down, B, Left, Y, Right, A, L, R. A jingle will sound. Now you can skip any stage by pressing the SELECT button while the game is paused. To access the level-select menu, press SELECT while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press the R button and hold it down. The level-select screen will then appear.

Infinite Stars/No Enemy Collisions

To enable extra cheats, enter the code L, R, X, B, Left, Up, Right, Down, Y, A at the level-select screen. This gives you a modified level-select menu with added options. To get infinite stars, press A, Y, L, Up, Down, R, A, Y, Right, Left at the modified stage-select menu. Now the "Infinite Stars" option can be turned on and off.

To get the "No Enemy Collision" option to work, press Down, A, Y, R, Y, B, Up, L, Y, A at the modified stage-select screen.

ALIEN 3*Passwords*

Level 2: QUESTION

Level 3: MASTERED

Level 4: MOTORWAY

Level 5: CABINETS

Level 6: SQUIRREL

ALIEN VS. PREDATOR*Stage Select*

At the title screen, press SELECT to access the "Config Mode," then press START. Next, at the Option Menu, hold buttons X, A, L and R on Controller 2 and press START on Controller 1. A hidden Stage Select menu will appear.

ART OF FIGHTING*Skip to Credits*

Begin a new game, then select the Story Mode. When the game starts, press SELECT to pause, then press Up, X, Left, Y, Down, B, Right, A, L and Y on Controller 1.

BATMAN RETURNS*Extra Continues*

Go to the Option screen and highlight the "Rest" option. On Controller 2, press Up, X, Left, Y, Down, B, Right, A, Up and X.

Nine Lives

At the Option screen, use Controller 2 to enter Up, Up, Down, Down, Left, Right, Left, Right, B, A. A song will confirm proper execution. Using Controller 1, highlight the "REST" option and adjust it to nine.

BATTLECLASH*Increased Difficulty*

Simultaneously press SELECT and the L button at the title screen.

BATTLETOADS/DOUBLE DRAGON: THE ULTIMATE TEAM*Stage Select*

Press Up, Down, Down, Up, X, B, Y, A at the character select screen. Pick a character, and you'll be sent to the Mega Warp screen to choose a starting level all the way through Stage 7. You'll also start with ten lives instead of three.

BATTLETOADS IN BATTLEMANIACS*Extra Lives and Continues*

At the title screen, hold A, B and Down and press START. A flash of red will appear on the screen that shows the Battletoads flag. You can now start the game with five lives and five continues.

BEST OF THE BEST CHAMPIONSHIP KARATE*Kumite Warp*

At the title screen, press START to go to the Main Menu. Place the cursor over "Option" and press SELECT. Select "Password" in the top left corner and enter the password 2RHT255457K. Your character's attributes will be at 99%. Return to the Main Menu and select Ivanov as your opponent. Once you defeat him, you can enter Kumite mode. Select the "PAD vs. SNES" box until both characters appear the same. Defeat the mirror image so that all the opponents from the regular tournament will appear in the Kumite.

BIKER MICE FROM MARS*Extra Difficulty Setting*

At the title screen/main menu, grab Controller 2 and press Up, X, Left, Y, Down, B, Right, A, Up. You'll hear Karbunkle laugh to confirm the code. Now start the game, either the Main Race or Battle Mode; when you reach the menu where you choose the difficulty setting, you'll find that there is a new "Super Hard" difficulty option.

BRAWL BROTHERS*Change Title Screen*

When the Jaleco logo appears, press B, A, X and Y repeatedly. When you hear the sound of a sword slash, press START. As the screen changes press Down, Down, Down and START. Exit the Option screen to view the game's original Japanese title screen.

BRUTAL*Boss Code*

Press X, A, B, A, Left, A at the title screen. Now you can choose to play as the Dali Llama.

BUBSY II

Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.

All Levels Complete

Up, A, A, A, Down

Jump Frenzy

B, A, B, Y

99 DIVING SUITS

B, Left, Up, B

99 PORTABLE HOLES

Right, Up, SELECT, SELECT

99 SMART BOMBS

X, X, Up, Down, X

99 NERF BALLOON SHOTS

B, A, Left, Left

50 LIVES

B, Up, B, SELECT, Y

INVULNERABILITY

X, A, B, Y, Up, Down

CACOMA KNIGHT IN BIZYLAND*Secret Cheat Menu*

At the player-select screen—the one that says "1P VS COM," etc.—press Up, Up, Down, Down, Right, Left, Right, Left, B, A on Controller 1. You'll hear a bell, and a "Special Presents" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

CLAY FIGHTER*Play as the Boss*

Play a one-player game until you reach N. Boss, then intentionally lose both rounds. After the game ends, wait for the Option screen to appear, then select the "Vs. Battle" option; Player 2 will be controlling N. Boss.

CLAY FIGHTER TOURNAMENT EDITION*Tiny Characters*

Select "Tournament" mode and choose a four-player "Double Elimination" game. Choose the following characters and change their names as shown:

Player 1: Bad Mr. Frosty—change name to POSSE

Player 2: Bad Mr. Frosty—change name to JASON A

Player 3: The Blob—change name to STEVE C

Player 4: Taffy—change name to JOHN S. Start the game and the fighters will be super small.

CLAY FIGHTER 2: JUDGMENT CLAY*Random Select*

At the player-select screen, hold the L and R buttons to make the computer choose your fighter at random.

Turbo Play Mode

At the Game Start screen, hold the Y button and press L, L, R, Down, Left, R. Now you can turn the speed up to 10 in the Options menu.

Secret Characters

To access a secret character, you must enter the appropriate code shown below at the Game Start/Vs Mode/Tournament/Options screen.

Butch: Hold the L button and press X, R, A, X, R, R.

Ice: Hold the B button and press Up, L, L, Right.

Slyck: Hold the Y button and press L, L, Up, L, Left, R.

Spike: Hold the R button and press X, B, B, A, Y, Left, A.

Peelgood: Hold the D-pad diagonally in the Down/Left position and press B, Y, Y, A, Y.

Sarge: Hold the X button and press L, L, Up, Down, Left, Down.

Jack: Hold the D-pad Up and press X, A, R, R, Y, A.

Thunder: Hold the D-pad diagonally in the Up/Left position and press Y, B, X, B, X, A.

Practice Bonus Rounds

Enter Down, Y, Down, Down, Y (DYDYDY) during the game's intro.

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST*Music Test*

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player-select menu comes up, highlight "Two Player Contest" and press Down very quickly five times. The Music Test will appear. Press Right or any of the four action buttons to advance to the next tune, or press Left to go back through the list of names.

Cheat Mode

Access the Music Test as described above, then press Down very quickly five more times. A top-secret Cheat Mode option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows:

DAFFY DUCK IN THE MARVIN MISSIONS*Extra Lives*

To receive 50 extra ducks, begin a new game. When the screen reads "Where there's duck, there's fire," press Left, Right, Right, Up, Down, Y, A, B and X.

DARIUS TWIN*Extra Ships*

Move the cursor to point to the desired number of players. Hold L and R on Controller 2, hold SELECT on Controller 1 and press START on Controller 1. You will start with 49 ships in reserve.

THE DEATH AND RETURN OF SUPERMAN*Cheat Mode*

Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: 0B, 29, 2C and 05. Exit the Options menu and start the game. When you get into trouble, press A+B+X+Y to refill your lives, energy and special attack. To skip to the next level at any time, hold A+B+X+Y and press SELECT.

DISNEY'S ALADDIN*Stage Select*

At the Options Screen quickly enter L, R, START, SELECT, X, Y, A, and B on Controller 2. You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press Left or Right on Controller 1 to select stages.

DONKEY KONG COUNTRY*101% Complete*

An exclamation point (!) at the end of each level means you've found all the secret stuff. When every level has been completed with an exclamation point (!), you'll have finished 101% of the game.

50 Lives

Highlight "Erase Game" and enter the code B, A, R, R, A, L (BARRAL). You'll hear a chime.

Music Test

Highlight "Erase Game" and enter the code Down, A, R, B, Y, Down, A, Y (DARBY DAY).

You'll hear a chime. Use the SELECT button to cycle through the sounds.

Two Player Competition

Highlight "Erase Game" and enter the code B, A, Down, B, Up, Down, Down, Y (BAD BUDDY). You'll hear a chime. Now you can steal the character control from your partner at any time during the game.

Practice Bonus Rounds

Enter Down, Y, Down, Down, Y (DYDYDY) during the game's intro.

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST*Music Test*

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player-select menu comes up, highlight "Two Player Contest" and press Down very quickly five times. The Music Test will appear. Press Right or any of the four action buttons to advance to the next tune, or press Left to go back through the list of names.

Cheat Mode

Access the Music Test as described above, then press Down very quickly five more times. A top-secret Cheat Mode option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows:



"YA SAD LAD"—Highlight "Cheat Mode" and press Y, A, SELECT, A, Down, Left, A, Down; you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with 50 lives.

"BARRAL AX"—Highlight "Cheat Mode" and press B, A, Right, Right, A, Left, A, X; you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game.

DOOM*Chainsaw Trick*

Sorry, but there are no cheats in the Super NES version of *Doom*. No stage-select, no "God mode," no free power-ups. However, there is an interesting programming "bug" involving the weapons which can be used to your advantage. First, you need to find a chainsaw. With the chainsaw in your inventory, strange things can happen—namely, if you fire every round of ammunition for one of your weapons, the game will usually give you a new, more powerful weapon by mistake.

Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle. (Unfortunately, you can't seem to get a BFG 9000 with this trick.) Now, let's say you are walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw, just fire off all of your pistol rounds and you should get a free plasma rifle—even if you're in a stage like "Knee-Deep in the Dead", which has no plasma rifle to be found. Experiment with this sneaky trick to learn how to make it useful in different situations; like most bugs, the results can be unpredictable, but it's likely to be the only Super NES *Doom* tip you'll ever find.

DOUBLE DRAGON V: THE SHADOW FALLS*Stun Disable*

When the Main Menu Screen appears, press Down, Down, Left, Up, Up, R, R, and L; now your character can't be dizzied in the game.

Throw Disable

Press R, Right, L, L, Left, Left, R, R at the main menu screen.

EARTHWORM JIM*Cheat Codes*

Start the game, press START to pause, then enter any of the following codes. (Note: Button names that are separated by a plus sign—e.g. A+Left—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu: A+Left, B, X, A, B, X, A

Nick Jones Code: Y, A, B, B, A, Y, A, B

Level Skip: A, B, X, A, A+X, B+X, B-X, X+A

Jump to Princess: A+Left, X, X, X+B, X, A, X, A+Left

Extra Life (one time only): B, B, A, X+Y, A, A, A

Extra Life (repeat whenever necessary): B+X, B, B, B, A, X, A

Energy Refill (once per level): A, B, X, Y, Y, X, B, A

Energy Refill (repeat whenever necessary): A+X, B, A, B, B, X+Y, B, A

Ammo Refill: A+X, B, A, B, X, X, X, X

Plasma Power-Up (one time only): A, A, B+L, A, A, X, B+L, X

Plasma Power-Up (repeat whenever necessary): A+X, B, A, B, A, X, B, L+R

Extra Continue (one time only): A, B, A, B, X, Y, X

Extra Continue (repeat whenever necessary): Y+X, B, Y, B, X, B, X, X

Map View Mode: A, X, A, X, A, A, A, A

Warp to "What the Heck?": Y, X, Y, X, A, B, A, X

Warp to "Down the Tubes": Up, Down, Left+Down, Left, Down, Down, Up+Left, Down

Warp to "Snot a Problem": A, B, X, B, A, B, B, B+L

Warp to "Level 5": A+B, B+X, X+Y, Left, Right, Left, A, B

Left, Right, Left, Right

Warp to "For Pete's Sake": A, B, X, A, B, X, A, B+R
Warp to "Buttville": A, X, Left, Left, X+Y, Up, Down, Left
Warp to "Andy Asteroids": L+A, A, R+A, A, B, B, X, B
Warp to "Who Turned Out the Light?": A, B, Up+Y, Up+Y, Left, Right, Left, Right

EARTHWORM JIM 2*Super Cheat Code*

During the game, press the START button to pause, then enter the following code while the game is paused: SELECT, Left, Right, A, X, X, Left, Right. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item.

Secret Move

To trigger the Manta shield, just press Up+X. This move makes Jim invincible for a few seconds.

Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

Cheat Codes

To enter any of the following cheats, just press START to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (*) can only be done once per level—these are the ones you give to your little brother when you don't want to totally ruin the game for him. Other code comments:

- The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make Jim reappear.

- The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".

- The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.

- The "Invisible Soil" code works in the "Lorenzen's Soil" stage; it makes the falling soil invisible and allows you to walk through parts of the soil that look solid after you've shot them.

- Bright "Pause" Screen—A, A, A, A, A, A, A, A

- Warp to End of Current Level—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Map View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, B

- Energy Refill *—A, B, X, SELECT, SELECT, X, B, A

- Energy Refill—X, SELECT, X, B, X, SELECT, X, A

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

- Invincibility—A, A, X, A, Left, Right, Right, Left

- Warp to End of Controller 2—SELECT, B, X, A, A, X, B, SELECT

- Warp to End of Game—SELECT

JUDGE DREDD**Stage Select + Energy Gain**

When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on Controller 1 by pressing the following buttons: **Left, Up, X, Up, Right, Y**. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press **Y** and **A** together; you'll get a message that says, "Level Select Activated." Next, press **X** and **B** together to get a message that says "Energy Gain Activated." Now start the game. Notice that whenever you get injured, your health meter refills automatically all by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the **SELECT** button at any time during the game (except while paused) to bring up the top-secret stage-select menu.

THE JUNGLE BOOK**Level Select/Cheat Mode**

At the Virgin logo, quickly press **Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y**. Now go to the Start/Options screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option.

JURASSIC PARK II**Infinite Continues**

At the Mission Select screen, press **L, L, R, R, R, L, R, L, R, L, R, L, R, L, R, R, R**. Now you can continue the game indefinitely.

KENDO RAGE**Stage Select**

Press **START** at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press **X, Y, A, B, X, Y, A, B, START**. The "Special Presents" menu will appear, allowing you to choose your starting stage.

KILLER INSTINCT**Boss Code**

At the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold **Right** on the D-pad and quickly press **QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH and FIERCE KICK**. (In the default control configuration, that would be **L, R, X, B, Y, A**.) You'll hear the announcer say, "Eyedol!" When the fight starts, you'll be playing as the boss.

Speed Codes

The Super NES version of *Killer Instinct* has four different "speed" codes that allow you to change the speed of the game. Each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work.

Slow Speed: Hold **Left + R + A + B**

Fast Speed: Hold **Right + L + X + Y**

Faster Speed: Hold **Right + R + A + B**

Fastest Speed: Hold **Left + L + X + Y**

Easy Combo Breakers

At the "Vs." screen, hold **Down** on the D-pad and press **START**; you'll hear the announcer say, "C-C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.

Stage Select/Music Select

When choosing a fighter at the character-select screen, hold the D-pad **Up** or **Down** with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose a fighter can select the music they like according to the same button combinations used for the stage select, as follows:

Up+L: Ice Temple
Up+R: Castle Roof
Up+X: Ice Sculpture
Up+Y: Skull Room
Up+A: Desert Roof
Up+B: City Roof
Down+L: Canyon Bridge
Down+R: City Street
Down+X: Lava Pit
Down+Y: Bloody Arena
Down+A: Factory
Down+B: Fireplace
Down+B (on both controllers): Sky Arena

KING OF DRAGONS**Two-Player Same-Character Code**

Press **Down, R, Up, L, Y, B, X, A** at the Capcom logo. Now both players can choose the same warrior at the character-select screen. **99 Continues**

Start a one-player game and let all of your character's lives run out. When you've finally kicked it, the "Continue?" prompt will appear; press **START** on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press **START** on Controller 2 to join in, but don't choose a character yet. Quickly press **START** on Controller 1 before the countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits.

KIRBY'S DREAM COURSE**Change Name**

To change your name without restarting the game, go to the Member screen and highlight the file to be changed. Press **L, R** and **A** simultaneously to get to the Name Entry screen.

KRUSTY'S SUPER FUN HOUSE**Cheat Password**

Enter the password **_JOSHUA_** to start the game with unlimited lives and all of the doors unlocked. (Make sure you put a space in the first and last positions of the password.) You can also get ten pies whenever you need them by pressing **L+R** simultaneously.

THE LAWNMOWER MAN**Super Cheat Mode**

Press **START** to pause during a game, then press **B, R, A, SELECT, SELECT, Y, A, B, Y, A, B**. Next, press **START** to unpause. Tap the **L** or **R** button repeatedly to play in slow-motion.

Stage Select

With the cheat code in place as described above, press **START** during the game and press **A, L** while the game is paused. Next, press **START** to unpause, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage.

Infinite Lives

While the cheat mode is in effect, pause the game with the **START** button, then press **R, A, SELECT, Y** and **START** to continue playing. Notice that when your character is killed, your life counter will not be reduced.

Stage Skip

With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the **A** button while the game is paused.

LEMMINGS 2: THE TRIBES**Sound Test**

At the title screen, point to the knothole in the tree and press **B**. Press **B** repeatedly to hear different tunes.

THE LOST VIKINGS**Level Passwords**

Level 02: GR8T
 Level 03: TLPT
 Level 04: GRND
 Level 05: LLM0
 Level 06: FL0T
 Level 07: TRSS
 Level 08: PRHS
 Level 09: CVRN
 Level 10: BBLS
 Level 11: VLCN
 Level 12: QCKS
 Level 13: PHRO
 Level 14: C1R0
 Level 15: SPKS
 Level 16: JMNN

Level 17: TTRS
 Level 18: JLLY
 Level 19: PLNG
 Level 20: BTRY
 Level 21: JNKR
 Level 22: CBLT
 Level 23: HOPP
 Level 24: SMRT
 Level 25: V8TR
 Level 26: NFL8
 Level 27: WKYY
 Level 28: CMBO
 Level 29: 8BLL
 Level 30: TRDR
 Level 31: FNTM
 Level 32: WRLR
 Level 33: TRPD
 Level 34: TFFF
 Level 35: FRGT
 Level 36: 4RN4
 Level 37: MSTR

MADDEN 96

Secret Teams
 To find a few dozen hidden teams in the Super NES version of *Madden 96*, you'll need to follow some specific instructions. At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen:
 '75 Cardinals—Highlight the Cardinals, press **A, B, B, A**.
 '80 Falcons—Highlight the Falcons, press **L, Y, B, R, A**.

'73 Bills—Highlight the Bills, press **A, L, A, B, Y**.
 '85 Bears—Highlight the Bears, press **Y, A, B, B, A**.
 '81 Bengals—Highlight the Bengals, press **R, A, L, L, Y**.
 '65 Browns—Highlight the Browns, press **A, L, R, B**.
 '78 Cowboys—Highlight the Cowboys, press **B, A, R, B, Y**.
 '77 Broncos—Highlight the Broncos, press **B, R, A, Y**.
 '62 Lions—Highlight the Lions, press **B, A, R, R, Y**.
 '67 Packers—Highlight the Packers, press **B, A, Y, B, A, L**.
 '80 Oilers—Highlight the Oilers, press **A, R, A, B, Y, A**.
 '68 Colts—Highlight the Colts, press **B, A, L, B, A, L**.
 '69 Chiefs—Highlight the Chiefs, press **B, L, Y, R, A, Y**.
 '72 Dolphins—Highlight the Dolphins, press **L, R, B, B, B**.
 '76 Vikings—Highlight the Vikings, press **B, R, A, L, L**.
 '85 Patriots—Highlight the Patriots, press **R, A, Y, B, A, R, Y**.
 '79 Saints—Highlight the Saints, press **Y, A, L, L**.
 '86 Giants—Highlight the Giants, press **L, B, A, R, R, Y**.
 '68 Jets—Highlight the Jets, press **A, R, R, A, Y**.
 '77 Raiders—Highlight the Raiders, press **B, Y, B, Y, L, A**.
 '60 Eagles—Highlight the Eagles, press **A, L, L, Y**.
 '78 Steelers—Highlight the Steelers, press **L, A, Y, B, R**.
 '68 Rams—Highlight the Rams, press **B, A, R, L, Y**.
 '81 Chargers—Highlight the Chargers, press **A, Y, R, B, A, L**.
 '84 49ers—Highlight the 49ers, press **B, A, Y, A, R, Y**.
 '78 Seahawks—Highlight the Seahawks, press **A, L, R, A**.
 '79 Buccaneers—Highlight the Buccaneers, press **Y, A, R, R, A**.

'82 Redskins—Highlight the Redskins, press **L, Y, B, R, L**.
 NFLPA Free Agents—Highlight the Panthers, press **L, Y, B, R, A, R, Y**.
 Tiburon Gotcha—Highlight the Jaguars, press **A, Y, B, A, B, Y**.
 EA Sports—Highlight the All-Madden team, press **B, A, L, L, SELECT**.
15-Second Quarters

To play a super-short game with just one minute on the clock, go to the "Game Setup" menu and highlight the "Quarter Len." option, then press **Y, A, Y, A, R** on either Controller 1 or 2. The quarter length will be set to a mere 15 seconds.
Super Bowl Win Screen
 To see a sneak preview of the victory ending that appears when you win the Super

Bowl, go to the "Game Setup" menu and press **A, Y, A, Y, L**.
Reset Game Stats

To access a programmer's secret debugging screen, hold the **START, SELECT, L, R** and **A** buttons on Controller 2 while turning the game on. Once you're at the hidden "Gamepak Stats" screen, you can clear the battery-backed memory by pressing **Down, B, Y, L** and **R** simultaneously; this will erase all of your records and stats, which is a good way to make your older brother really mad.

MADDEN NFL '95**Expansion Teams**

Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press **L, R, L, R, and A** to play as the Jaguars, or press **L, R, L, R, and Y** to play as the Panthers.

MAGIC SWORD**Secret Menu**

Highlight the word "EXIT" at the Option menu, hold **START+L** on Controller 2 and press **START** on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on.

MECHWARRIOR 3050**Stage Passwords**

Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different stages.

Mission 1—BMBRMN

Mission 2—65C816

Mission 3—B1GBND

Mission 4—FSPRNG

Mission 5—YHWX11

Unlimited Ammo

Enter the password M1R0G3; you'll automatically return to the title screen. Now start a game, and you'll find that your ammunition is never used up.

Invincibility

You must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password; after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a second time and enter the code MKWFLL. Now start a game, and you'll see that your "mech's" health meter will never register any damage.

Play as an Enemy Mech

Turn the game on and wait for the Tiburon Entertainment logo to appear. When it does, press **Down** on the D-pad, then **A**, then **X**. Next, go to the password entry screen and input the code XTRM3K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCat.

MEGA MAN VII**Hidden Versus Mode**

Choose the password option from the title screen and enter the password **1 4 1 5 / 5 5 8 5 / 7 8 2 3 / 6 2 5 1**. When all of the numbers/faces are in place, hold the **L** and **R** buttons on top of Controller 1 and press **START**. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a *Street Fighter*-style arena for two players. Mega Man's Arrow Slasher is **↓↓+B**, Bass' Buster Kick is **→→+Y** and his Sonic Crash (while jumping) is **→→+Y**. Both fighters can block by quickly pressing **Up** twice.

MEGA MAN X2**Diagnostic Test**

Hold the **B** button on Controller 2 and turn on the SNES with *Mega Man X2* installed.

Dragon Punch

You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat Violen and Serges during the last portion of your quest. Once you have the option of going to Agile's level, DON'T DO IT. Head to the Flame Stag's domain (Volcanic Zone) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including weapons—head

to Agile's level. Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladders to attract a bat. Freeze the bat with the Crystal Hunter somewhere near the upper ladder (make sure you can reach it from the frozen bat). Climb up the ladder. Charge up your Speed Burner to its maximum. Jump to the right, then use the Speed Burner in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the air dash for the next set of spikes. After that there's a really long drop. Cling to the right wall and use the Radar to find the invisible section in the wall. The Dragon Punch power-up will be waiting for Mega Man. The Dragon Punch can only be used when Mega Man's health is full. Perform the Dragon Punch just as it is done in *Street Fighter II*. That's Forward, Down, Down/Forward and attack.

METAL COMBAT: FALCON'S REVENGE

Enter Your Name

At the title screen, press L, A, B, then L again. A "Name Entry" screen will appear, and that's what your partner will call you.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Completion Passwords

Cells only: 3K5BGX0DR9X.

Cells and Laboratory only: JGL8PKGHWTs.

Cells and Factory only: TJQ33CDQZD.

Cells, Laboratory, and Factory: 2SQ221ZYRH.

Cells, Laboratory, and Factory with all captives rescued: TSMMHGBW43D.

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Passwords

3847—Level 2

5113—Level 3

3904—Level 4

1970—Level 5

8624—Level 6

2596—Level 7

0411—Two-Player Battle #1

1007—Two-Player Battle #2

1212—Two-Player Battle #3

MIGHTY MORPHIN POWER RANGERS: THE FIGHTING EDITION

Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the X and Y buttons down and press START. Both players can use this code to play Ooze vs. Ooze battles.

MIGHTY MORPHIN POWER RANGERS: THE MOVIE

Power-Up Code

At the title screen, press Up, Down, Left, Right, X, B, Y, A; the screen will flash if you've entered the code correctly. Now start the game and you'll see that you will start each level with your Power Ranger suit on instead of having to pick up the lightning bolt icons to earn it.

MLBA BASEBALL

Cheat Passwords

PWRP—activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.

PWRH—activates "Power Hitting." All batters have maximum power on every swing.

ZNGG—activates "Turbo Throwing." This doubles the throwing speed of fielders.

VRRM—activates "Hyper Running." The running speed of all players is doubled.

RBBR—changes to a "Rubber Field." Balls bounce higher; lots of ground-rule doubles.

BRRL—Play on an "Ice Field." It doesn't look like ice, but the ball will roll forever.

XXXX—"Simulation Mode"; the computer is tougher to beat.

NNTH—Start in the bottom of the ninth with the home team down 4-0.

MORTAL KOMBAT

Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down Johnny Cage—Forward, Forward, Forward, Y

Kano—Back, Down, Forward, B Rayden—Forward, Back, Back, Back, Y Sub-Zero—Forward, Down, Forward, Y Sonya—Forward, Forward, Back, Back, R (Block)

Scorpion—Up, Up (easier if you hold Block) Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". During this battle, you must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile.

Bugs In the first or second round of a battle, finish your opponent with a projectile attack (fireball, spear, etc.) at the end of the round. When the next round starts, you can throw the same projectile without touching the D-pad by pressing the last button you used to do the move. Set the difficulty level to "Very Easy" and start a one-player game. Allow yourself to be defeated in every match until you reach the Hall of Champions stage. Now the computer character can throw you from any spot, even if they're all the way on the other side of the screen.

Perform Rayden's fatality on the third endurance stage in a one-player game; when Goro appears, he will be silver-colored and flashing.

MORTAL KOMBAT II

Endurance Mode

At the Start/Option screen, hold the L and R buttons on top of the controller and press START. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight; you can even choose the same four characters. Press SELECT to have the computer pick four characters at random. Once the eight fighters have been chosen, press START to begin the match, a two-player elimination battle.

Secret Introduction

Hold the L and R buttons on top of Controller 1 while turning on your Super NES with *Mortal Kombat II* plugged in. Continue to hold the buttons down until the Acclaim logo appears. You'll see a special intro.

Note: Each of the following special codes must be entered quickly at the character-select screen. If a particular code does not register, it's because you didn't do it quickly enough, so try again.

Near Invincibility + 1-Hit Opponent "Danger" Mode

Quickly press Down, Up, Right, Up, Left+SELECT at the character-select screen.

30 Credits

Quickly press Left, Up, Right, Down, Left+SELECT at the character-select screen. Repeat whenever necessary to refill your credits.

Extra Fatality Time

Quickly press Up, Up, Left, Up, Down-SELECT at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit.

Go Directly to Shao Kahn

Quickly press Right, Up, Up, Right, Left+SELECT at the character-select screen.

Go Directly to Kintaro

Quickly press Up, Down, Down, Right, Right+SELECT at the character-select screen.

Go Directly to Smoke

Quickly press Up, Left, Up, Up, Right+SELECT at the character-select screen.

Go Directly to Jade

Quickly press Up, Down, Down, Left, Right+SELECT at the character-select screen.

screen.

Go Directly to Noob Saibot

Quickly press Left, Up, Down, Down, Right+SELECT at the character-select screen.

Disable Throws

Immediately after choosing your characters in two-player mode, hold Down and HIGH PUNCH on both controllers until the match begins.

MORTAL KOMBAT 3

Play as Smoke

At the copyright screen that appears when you first turn the game on, hold Left and A. When the Williams logo appears, release the buttons and hold Right and B. When the words "There is no knowledge that is not power" appear, release the buttons and hold X and Y. Continue to hold the buttons until the MK3 logo appears; Smoke will walk into the screen and you'll hear Shao Kahn say, "Outstanding!" Smoke is now a playable character in the one- and two-player modes.

Tournament Mode

At the main menu, highlight the word "Start", hold the L and R buttons on top of the controller and press START. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold Up and press START for a random selection of all eight characters.

Sound Test

At the main menu, press A, Y, B, X. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.

Kool Stuff' Menu

At the main menu, press Up, Up, Down, Down, Left, Right, A, B, A. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

"Kool Stuff'" Menu

At the main menu, press SELECT, A, B, Right, Left, Down, Down, Up, Up. This adds a new option called "Kooler Stuff". Here you can get extra continuues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

"Scott's Stuff'" Menu

At the main menu, press X, B, A, Y, Up, Left, Down, Right, Down. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

NBA GIVE 'N GO

Super Difficulty Level

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You'll hear the sound of a basketball bouncing off the rim. Now access the options menu to find a fourth—extremely challenging—difficulty level called "S".

NBA JAM

Special Guest Players

To access the game's secret characters, follow the specific instructions for each player listed below.

Mark Turell: Enter MJ, highlight T, hold START and R and press A.

Sal Divita: Enter SA, highlight L, hold L and R and press X.

Jamie Rivett: Enter RJ, highlight R, hold START and R and press X.

Bill Clinton: Enter AR, highlight K, hold START and L and press X.

Al Gore: Enter NE, highlight T, hold L and R and press A.

Dan "Weasel" Feinstein: Enter SA, highlight X, hold L and R and press X.

Asif "Chow-Chow" Chaudhri: Enter CA, highlight R, hold L and R and press X.

Tom "Scruff" Rademacher: Enter RO, highlight D, hold START and R and press X.

Eric "Kabuki" Kuby: Enter QB, highlight ■ (the space character), hold START and L and press X.

Eric "Air Dog" Samulski: Enter AI, highlight R, hold START and L and press X.

Warren Moon: Enter UW, highlight ■ (the space character), hold START and R and press A.

George "P-Funk" Clinton: Enter DL, highlight S, hold START and L and press A.

Secret Power-Ups

The following cheats—when performed at the pregame screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects.

Short Percentage Indicator: Press A, then press and hold A, B and Down until the tip-off.

Juice Mode": Press A, then press and hold B and X until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the B button 15 times.

Power-Up Defense: Press A four times, then press it again and hold it down until the tip-off.

Power-Up Turbo: Press A 13 times, then press and hold A, B and Y until the tip-off.

Power-Up Fire: Press B seven times, then press and hold B, Y and Up until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the B button 13 times.

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B.

Benny (team mascot): Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press Y.

Hugo (team mascot): Highlight "H", press A; highlight "C", hold START and press Y; highlight "O", hold START and press A.

Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "N", press A.

Bill Clinton: Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight ■ (the space character), press A.

Prince Charles: Highlight "R", hold START and press B; highlight "O", hold START and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold START and press A; highlight "V", press A; highlight "Y", hold START and press B.

Jazzy Jeff: Highlight "J", hold START and press A; highlight "A", hold START and press A; highlight "Z", hold START and press A.

Fresh Prince: Highlight "W", hold START and press Y; highlight "L", hold START and press B; highlight "I", press A.

Larry Bird: Highlight "B", hold START and press Y; highlight "R", hold START and press A; highlight "D", hold START and press A.

Frank Thomas: Highlight "S", hold START and press B; highlight "O", press A; highlight "X", hold START and press A.

Randall Cunningham: Highlight "P", press A; highlight "H", hold START and press A; highlight "I", hold START and press Y.

Mike D: Highlight "M", hold START and press Y; highlight "K", press A; highlight "D", hold START and press Y.

AdRock: Highlight "A", press A; highlight "D", hold START and press Y; highlight "R", hold START and press B.

MCA: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "A", press A.

Mark Turell: Highlight "M", hold START and press A; highlight "I", press A; highlight "T", hold START and press A.

Jamie Rivett: Highlight "R", press A; highlight "J", hold START and press A; highlight "R", hold START and press Y.

Sal Divita: Highlight "S", hold START and press A; highlight "A", hold START and press Y; highlight "L", press A.

Shawn Liptak: Highlight "S", press A; highlight "L", hold START and press B; highlight ■ (the space character), hold START and press B.

Tony Goskie: Highlight "T", hold START and press B; highlight "W", press A; highlight "G", hold START and press A.

John Carlton: Highlight "M", hold START and press Y; highlight "M", hold START



and press Y; highlight "C", hold START and press B.

Jay Moon: Highlight "J", press A; highlight "A", hold START and press A; highlight "Y", hold START and press B.

Kirby: Highlight "C", hold START and press B; highlight "K", press A; highlight "■" (the space character), hold START and press Y.

Snake: Highlight "G", hold START and press A; highlight "O", hold START and press Y; highlight "F", hold START and press B.

Falcos: Highlight "J", hold START and press A; highlight "F", press A; highlight "■" (the space character), hold START and press Y.

Muskett: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "M", hold START and press Y.

Hill: Highlight "N", hold START and press A; highlight "D", hold START and press B; highlight "H", hold START and press A.

Chow Chow: Highlight "A", press A; highlight "M", hold START and press A; highlight "X", hold START and press Y.

Weasel: Highlight "R", hold START and press B; highlight "A", hold START and press A; highlight "Y", hold START and press Y.

Brutah: Highlight "L", hold START and press A; highlight "G", hold START and press B; highlight "N", press A.

Kabuki: Highlight "D", press A; highlight "A", hold START and press B; highlight "N", hold START and press A.

Facime: Highlight "X", hold START and press B; highlight "Y", hold START and press B; highlight "Z", hold START and press A.

Blaze: Highlight "B", hold START and press Y; highlight "L", press A; highlight "Z", hold START and press Y.

Kid Silk: Highlight "K", press A; highlight "S", hold START and press B; highlight "K", hold START and press Y.

Scooter Pie: Highlight "H", hold START and press A; highlight "T", press A; highlight "P", hold START and press Y.

Moosekat: Highlight "M", hold START and press B; highlight "P", hold START and press Y; highlight "E", press A.

Air Dog: Highlight "A", hold START and press Y; highlight "I", press A; highlight "R", hold START and press B.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up screen just before the tip-off.

Display Shot Percentage: Up, Up, Down, Down, B

Quick Hands: Left, Left, Left, Left, A, Right

Max. Power: Right, Right, Left, Right, B, B, Right

Powerup Goaltending: Right, Up, Down, Right, Down, Up

Powerup Fire: Down, Right, Right, B, A, Left

Powerup Turbo: B, B, A, Down, Down, Up, Left

Powerup Offense: A, B, Up, A, B, Up, Down

Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up

Powerup Dunks: Left, Right, A, B, B, A

Powerup Push: Down, Right, A, B, A, Right, Down

Push One Opponent and Both Fall: Up, Up, Up, Up, Left, Left, Left, A, A

Push One Opponent and Only Teammate Falls: Up, Up, Up, Up, Left, Left, Left, A, B

Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B

High Shots: Up, Down, Up, Down, Right, Up, A, A, A, A, Down

Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, B, A

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

NFL QUARTERBACK CLUB

Secret Teams

Each of the following codes should be entered at the main menu; after entering the code, go to the "NFL Play" mode and select a pre-season game. The secret teams will be included in the list of available teams.

Jaguars/Panthers: Up, Down, X, Y, Left, Up, B, A, Down, Y.

All-Pro teams: B, Up, Left, A, X, Right, Up, B.

Acclaim/Iguana teams: Y, A, X, Y, Down, B, Left, Y, Up, Right.

NHL '94

Password

Play in the Stanley Cup Finals as the LA Kings (vs. Montreal): BJFC1CCM1XX9VJDG

THE NINJA WARRIOR

Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold X and Y and press A, B, A, A, A, B, B, B, A, B, A, B, A, B, A, B. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

Music Test

Also at the title screen, wait for the words "PUSH START" to appear, then hold the L and R buttons on top of the controller and press START.

OGRE BATTLE

Secret Area

To get to the secret battle in Dragon's Haven, begin a new game and enter FIRESEAL as your name. You must answer seven questions before beginning the game.

ON THE BALL

Passwords

Switch Balls: GFJXF
Change Gravity: ZLJPJ
Sound Test: NRRRP
Best Time: ZNGGX

OUT OF THIS WORLD

Passwords

Section 1: LDKD
Section 2: HTDC
Section 3: CLLD
Section 4: LBKG
Section 5: XDDJ
Section 6: FXLC
Section 7: KRFK
Section 8: KLFB
Section 9: DDRX
Section 10: HRTB
Section 11: BRTD
Section 12: TFBB
Section 13: TXHF
Section 14: CKJL
Section 15: LFCK

PAC ATTACK

Passwords

Level 90: BTF
Level 91: NSM
Level 92: QYZ
Level 93: KTT
Level 94: FGS
Level 95: RRC
Level 96: YLW
Level 97: PNN
Level 98: SPR
Level 99: CHB
Level 100: LST
Game End: JFK

PAC-IN-TIME

Stage Select

Enter the password LVDYK and return to the title screen. With the cursor on "One Player" at the Game Select screen, hold Left on the D-pad and hold the L and R buttons; while holding those buttons, press START to get the stage-select menu. Use L, R, X and Y to change the stage number.

PAC-MAN 2: THE NEW ADVENTURES

Play the Original Pac-Man

Enter the password PCMNDPW.

Play Ms. Pac-Man

Enter the password MSPCMDN.

Play the Mine Cart Levels

Enter the password FFTDB2W.

Sound Test

Enter BGMRQST.

Time Trial

Enter TRLMDPW.

Pattern Test

Enter PCMNPTT.

THE PEACE KEEPERS

Start Story Mode with All Six Characters

At the Jaleco logo, hold L, R and A and press START. Continue to hold the buttons down as you begin the game; you'll find Norton and Orbot at the "Select Player" menu.

Two-Player Same-Character Code

At the title screen, highlight "1P Game."

Hold L, R and Down on the D-pad on both controllers—the cursor should move down to "2P Game"—then press START on Controller 1. Now both players can choose the same fighter.

Secret Move

If Flynn's energy is below 10%, he can go into his fire-haired superhuman mode if you hold R, then immediately press ↓→↑← very quickly.

Weird Features

If you go up to the door at the end of the first stage without going in, then return to the beginning of the game, you'll meet a secret character.

If you go to the door at the end of the "Roy D. Tutto Hospital" stage without going in, then return to the manhole that you passed in the street, you'll find that the manhole is open; it's a shortcut to the "Stalag 17" stage.

If you play as Prokop up to the Ozymandias Island stage, then play as any other character on that stage, Prokop will be killed when you go down the flight of stairs.

If you don't fight the character at the beginning of the "Queen of Cups Bridge" stage, he'll kill one of the scientists; you need to visit all of the scientists in the game if you wish to see the alternate ending.

PILOTWINGS

Passwords

Level 2: 985206
Level 3: 394391
Level 4: 520771
Level 5 (Heli): 108048
Level 6: 400718
Level 7: 773224
Level 8: 165411
Level 9: 760357
More Bonus Flight
A secret bonus flight is available to the Hang Glider at the Skydiving platform. While in the bonus flight press the A button a number of times to go as far out to sea as possible. A turbo controller is especially effective for this trick to fly further than the score markers. To get the extra 50 points you must continue flying until you get all the back to the beach where you took off.

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Top-Secret Cheats

Plug in Controller 2 and start the game with Controller 1. Press B on Controller 2 while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the D-pad. You can make him move faster by holding the Y button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press B again on Controller 2 to get out of "Exploration Mode."

Invincibility

To make the Pink Panther invincible, hold the L button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

Slow-Motion Mode

To play in slow-motion, hold the R button on Controller 2.

Stage Skip

To access a stage-skip option, simply hold SELECT and press START on Controller 1 during the game. You'll be sent to the beginning of the next level.

PITFALL: THE MAYAN ADVENTURE

Direct to 2600 Pitfall!

At the title screen press SELECT, A, A, A, A, A, SELECT and START.

POCKY & ROCKY

Stage Select

At the "Select Player" screen, hold down the X and Y buttons while pressing A, A, A, A, B, B, B, A, B, A, B, A, B, A, B. Next, press START for the stage select menu.

POWER INSTINCT

Play as Super Octane

At the Game Start screen, put the cursor on V.S. Mode. Hold down Y, B, A and press START. This will take you to the Character Select screen. Put the cursor on Octane, and hold down the L and R buttons. While you're holding the L and R buttons, punch

in the code X, Y, B, A. Select the second player to go to the Stage Select screen where you should just press START.

PREHISTORIK MAN

Stage Skip/Stage Select

At the Option menu, highlight "Exit", hold the L button and press START to return to the title screen. Next, highlight "Game Start", hold the R button and press START. With this code in place, you can skip to the end of the current stage at any time if you press and hold the SELECT button. To bring up a stage-select menu, just press the START button to pause, then hit SELECT.

PRIMAL RAGE

Secret Cheat Menu

At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right. A new menu item called "CHEATS" will appear on the screen. Choose this option and you'll be able to kill or be killed with one hit, be invincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode, which unfortunately has no sound but is noticeably faster than the standard game.

PRINCE OF PERSIA

Passwords

Level 1—BRNGBB9
Level 2—MRG512X
Level 3—B6+TVWN
Level 4—923NRDX
Level 5—LQHWVT
Level 6—CGKDBZ
Level 7—TH4Q+B
Level 8—VXPNBV
Level 9—QLLIWHR
Level 10—HWB93WX
Level 11—F39R1B
Level 12—H9TZD8N
Level 13—7TXF+9V
Level 14—H+KX3L7
Level 15—G29MRZ
Level 16—84CPBC6
Level 17—QNL2PV
Level 18—4Q7TMH
Level 19—QHJG1Q7
Level 20—H8J12+Y

RADICAL REX

Stage Select

Go to the Title Screen. On Controller 2 enter the code Right, A, Down, Right, Y, X.

THE REN & STIMPY SHOW: VEEDIOTS!

Heard the Whole Theme Song

At the beginning of the game, the theme song fades away when the demo begins. Press the L and R buttons to hear the whole thing.

RISE OF THE ROBOTS

Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-player game. Now you can trigger special tricks that last for about ten seconds each.

Disable Special Moves:

Down, Down + any button

Reverse Opponent's Controls: Forward, Forward, Forward, Forward + any button

Take No Damage: Back, Back, Back, Back + any button

Invisibility: Up, Up, Up, Up + any button

Boss Code

At the 1 Player/2 Player/Options menu, press Up, Right, Down, Left, B. Now you can fight against the Supervisor in a one-player game or play as the Supervisor on Controller 2 in a two-player game. Here are the supervisor's special moves:

Regenerate: Down, Back, Up

Mantis Kick: Down, Toward, Up

Invincibility

At the 1 Player/2 Player/Options menu, press Down, B, Up, B, Down, Left, Right, B. You'll be invincible in the one-player Trainer or Mission modes.

Watch All Cinema Scenes

At the 1 Player/2 Player/Options menu, press Left, B, Right, B, Down, Left, Right, B. You'll see all of the FMV scenes, one after another.

ROAD RUNNER'S DEATH VALLEY RALLY

75 Lives Code

At the title screen, hold Left, SELECT, Y, R and START. Continue to hold these buttons



down until the name of the first stage ("Zippity Splat") appears—you will start the game with 75 lives in reserve.

ROBOCOP VS. THE TERMINATOR

Passwords

Future: TPST

Robot Killer: BSHK

Spaceship: HKFL

SkyNet Outer Perimeter: SKTR

SkyNet Inner Perimeter: SKMD

Storage Facility: DRFT

Inner Sanctum: SKNN

SkyNet Core CPU: MWFX

Self Destruction: RNTM

ROCK 'N' ROLL RACING

Passwords

Chem VI, B Class: DR8R QQTQ RS6M

Chem VI, A Class: OBD8 QQRX SW!

Draconis, B Class: 7C8B QBT5 SW!

Draconis, A Class: ZC8B Q8RS SW!

Bogmire, B Class: IC8B Q8TD SW!

Bogmire, A Class: KFBR QBRD 92!

New Mojave, B Class: SFBR QBTN 92!

New Mojave, A Class: JFBR Q8RN 92!

NHO, B Class: MFBR Q8SX 92!

NHO, A Class: CFYR Q8QX 5T!

INFERNO, B Class: LFYR QBS5 ST!

INFERNO, A Class: BFYR Q8Q5 ST!

Sound Test

Go to the options screen and turn Larry off. Using either A, B, X, or Y, turn him back on and continue to hold that button down. Now whenever you hit the L button, you'll hear something different from Larry. *Race as a Lost Viking*

When selecting your driver, press and hold L, R and SELECT, hen push Right until a Lost Viking appears. (He's got better stats.)

ROCKO'S MODERN LIFE: SPUNKY'S DANGEROUS DAY

Passwords

Easy

Level 2: COMICS

Level 3: MELBA

Level 4: HIPPO

Hard

Level 2: BLAZEZ

Level 3: O-TOWN

Level 4: GRIPES

ROCKY RODENT

Change Options

On the title screen, press START. As Rocky begins running across the screen press Y, A, R, A, then A. Use the D-pad to change the different elements of the game on the Extra Mode Screen. You can adjust the number of continues, the sound and your button configuration.

SAMURAI SHODOWN

Play as Amakusa

At the Takara logo, press A, Y, X, B. Now select the "2 Player" game; at the character select screen, hold L and R and Amakusa will appear. Press START and keep holding the L and R buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

SATURDAY NIGHT SLAM MASTERS

Bring Weapons into the Ring

Jump out of the ring, find your weapon, and carry it to the far left or right side of the ring. Jump up and while you're in midair, press the Attack button to throw the weapon into the ring. You'll be able to use it while in the ring.

SEAQUEST DSV

Practice Passwords

These passwords will let you practice any mission and use 99 of the mini-subs. Note: The "*" represents the SeaQuest symbol.

Sector 0: PLVTONM

Sector 0: R3SCV3

Sector 1: SP33D3R

Sector 1: FIZTNKR

Sector 1: R3CT0R

Sector 1: S3CVRTY

Sector 2: D4R*WIN

Sector 2: TOXIC4V

Sector 2: PRISONR

Sector 2: DRVGL4B

Sector 2: B4TLSH

Sector 2: SHI3LD*

SECRET OF MANA

Reset

To reset the game without getting up to press the RESET button on the Super NES, hold L, R and SELECT, then press START.

SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kaori, 3=Beast, 4=Sett, 5=Mephisto, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, quickly press Up, Down, B, Left, Right, B. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Secret Background

At the Options screen, quickly press Up, Right, B, Down, Left, B. The screen will flash yellow. Next, in the Duel mode, press X+B simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

Blood Code

At the Options screen, quickly press Y, X, B, A, L, R. The screen will flash red; now there's blood in the game.

SHIEN'S REVENGE

30 Continues

At the title screen, press SELECT seven times on Controller 2.

Special Game

To play special game which allows the second player to control the bosses, hold L and R on Controller 2 while you start a new game. The game will go as normal until you reach the first boss, enabling Player 2 to control the boss's moves.

Seven Special Weapons

Press START seven times on Controller 2 when the title screen appears.

Super Easy Mode

At the title screen, press the L button seven times on Controller 2.

Super Hard Mode

At the title screen, press the R button seven times on Controller 2.

SIMANT

Drop Kitty

In the Full Game, select the Graph Icon and press A. Select the House option and press A. If the cat appears on the fence while you are on the House screen, point the cursor at it, then press A to watch the cat freak out and fall off the fence.

SIMEARTH

Scenario Select

At the main menu, highlight "Scenario", hold L, R and Y, then press A to go to a stage-select menu. Choose any of the eight scenarios and press START to begin.

SKÜLJAGER

Secret Fantasy Zones

To get to the Secret Fantasy Zone at Chapter 2, Area 1, at the start of the game go towards the right and climb down the first ladder. Continue towards the right again and go down the green rope. Get yourself on the top of the red crate, press Down, then R.

To get to the Secret Fantasy Zone of Chapter 2, Area 2, walk to the right and go down the ladder at the start of the game. Go to the right and get yourself down the green rope. Go to the left of the purple crate and stand on top of it. Jump up three times, then press the L button.

To reach the Secret Fantasy Zone of Chapter 2, Area 3, go to the right of Area 3 and get on top of the third chimney. Press Down and then press R.

To get to the secret ending of Chapter 2, do not touch the large blue emerald at the end of Area 2. Instead, go to the left and go down the first ladder and then continue down the first green rope. Drop down the first hole located at the left. Stand in front of the first porthole and press the Y button.

SPIDER-MAN

Level/Select

After Spidey swings in and lands on the building on the title screen, press Y, A, X, B, A, Right, Left.

STAR FOX

Polygon-View Mode

At the "Continue?" screen you can play with the polygons in the game with the following controller functions:

CONTROLLER ONE:

Left and Right—Rotate object horizontally

Up and Down—Rotate object vertically

L button—Zoom in

R button—Zoom out

X button—Stop rotation

A button—Hold button down to "draw" with object; release button to clear screen

CONTROLLER TWO:

Up, Down, Left, Right, SELECT, START, Y or B—Change to a different object

Two Secret Stages

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids, first on the left, then on the right. Shoot the asteroid on the right and it will explode. A giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

STAR TREK: STARFLEET ACADEMY

Add New Ships in Training Simulator

To add new player and opponent ships to Combat Training and Two-Player Training, hold down L, R, SELECT and enter the code A, Y, B, Y at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selection Menu." Once you've entered the code, it will stay there until the SNES is reset.

Choose Playtester Names

At the "New Cadet Registration" screen, hold down L, R, SELECT and enter the code X, Y, X, Y to select the name of one of the game's playtesters.

Choose Star Trek Series Names

After you have entered the X, Y, X, Y code at the "New Cadet Registration" screen, hold down L, R, SELECT again and punch in A, B, A, B. Now you can play as James T. Kirk or any of the rest of them.

Special Ending

When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. You can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darren Hawkins," then type the codes X, Y, X, Y and A, B, A, B while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing SELECT. Verify the name by selecting "Iran-script" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.

Passcodes

Freshman Year

Mission 101: XXXRXXYXRXYL

Mission 102: XXXRAXALRXYY

Mission 103: XXXRLXXABXYRX

Mission 104: XXXRYYAXXRXYL

Mission 105: XXXRBAXLXRXYA

Sophomore Year

Mission 201: XXXRXXYRXYLXX

Mission 202: XXXLXXABXYLXR

Mission 203: XXXLAYYAXXXYYA

Mission 204: XXXLLYAXXXYYX

Mission 205: XXXLYAXLXXYYA

Junior Year

Mission 301: XXXLBXYAXLXX

Mission 302: XXXLXXABXYLXR

Mission 303: XXXBXAXLXXLB

Mission 304: XXXBAYYAXLXXA

Mission 305: XXXBLXYAXLXX

Senior Year

Mission 401: XXXBYXYRYYBL

Mission 402: XXXBXABYYBA

Mission 403: XXXBRYYYAYYBX

Mission 404: XXXAXAYYYBA

Mission 405: XXXAAAYYYBB

Final Exam

Mission 000: XXXALAXRYYBY

STREET COMBAT

50 Extra Credits

At the Option screen, highlight the "Credit" option and press SELECT 10 times.

STREET FIGHTER II

Character Vs. Same Character

As the Capcom logo is starting to appear at the start of the game, quickly press Down, R, Up, L, Y, B. You'll hear a sound to confirm the code; now both players can choose the same fighter in a two-player game. With this code in place, you'll also be able to listen to the selection #30 from the Music Test menu at the option screen; this previously-inaccessible tune is the song that plays at the end of the game.

Character Vs. Same Character/Same Color

Select a one-player game and don't choose any character. After a few seconds, the computer will choose Ryu. When the match begins, press START on Controller 2 and choose Ken, then let the timer run out for four rounds for a "draw game." When the "Continue" screen appears, press START on Controller 2 and choose Ken to play against a same-color Ken. If you start this trick on Controller 2, let the computer pick Ken, then interrupt with Controller 1, pick Ryu for the "draw game" and pick Ryu on Controller 1 when you continue; you'll fight a same-color Ryu.

Configuration Screen

If you're in the middle of a game and you want to change the controller button configuration, just hold the SELECT button while the world map is on the screen before your next match.

Remove Energy Bars

Select "Option Mode" from the main menu and simply press START to return to the title screen, repeating this 27 times. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

STREET FIGHTER II TURBO

Disable Special Moves—Player One

Press Down, R, Up, L, Y, B while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.

Extra Turbo Speed

Press Down, R, Up, L, Y, B on Controller 2 at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyperspeed settings in the game's "Turbo" mode.

Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press Down, R, Up, L, Y, B on Controller 2. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

STREET RACER

Modify Character Abilities

Start a new game and choose any game mode. At the Driver Select screen, press X, Y, X, Y, X, Y, then hold the X button. Continue holding X and use the D-pad to change your driver's abilities.

STUNT RACE FX

Control the Pause Animation

Press START to pause the game. When the pause animation appears, press the R button to put the animation in slow motion. Press Y to speed up the car in the animation or press SELECT to run it backwards.

Change Views

Start a game in any mode. Press START to pause, then press SELECT to make the car in the pause animation go backward. Then press L, R, L, R, L, R, and unpause the game to get access to a new camera viewpoint.


Race Against the Computer in 2-Player Mode

Start a normal two-player game and select both vehicles. Don't mess with Controller 2. When the race begins, if nobody touches Controller 2 for three seconds, the computer will automatically race against you.

Warp

Select the "Free Trax" race. Choose the 2WD car and the "White Land" course. When you start the race, you'll see a sign that says "Stunt Race FX." When under the sign, press Jump to warp to the upper part of the "White Land" course.

SUNSET RIDERS
Extra Continues

Start a one-player game. When you run out of continues, before your last man dies, press START on controller 2. You can keep playing as Player Two with a full set of continues.

SUPER BATTLETANK: WAR IN THE GULF
Pause Cheat

Fire your machine gun at any target and press the START button to pause at the exact moment that the target is being hit. The target will continue to flash while the game is paused; within a few seconds it will be destroyed. Once you master the timing of this trick, it is possible to destroy an enemy tank with a single bullet.

SUPER BOMBERMAN
Tiny Bomberman Mode

Enter "5656" at the password screen, then press A. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bomberman have been reduced to microscopic size.

Passwords
Stage 1

Part 1: 5555

Part 2: 7503

Part 3: 5543

Part 4: 0513

Part 5: 5522

Part 6: 7564

Part 7: 3535

Stage 2

Part 1: 0055

Part 2: 4005

Part 3: 0043

Part 4: 5012

Part 5: 7024

Part 6: 5064

Part 7: 0034

Stage 3

Part 1: 15453

Part 2: 7402

Part 3: 3444

Part 4: 0412

Part 5: 2423

Part 6: 0464

Part 7: 4434

Stage 4

Part 1: 6154

Part 2: 4103

Part 3: 7144

Part 4: 5114

Part 5: 1122

Part 6: 4164

Part 7: 0135

Stage 5

Part 1: 5252

Part 2: 7204

Part 3: 5244

Part 4: 6213

Part 5: 4224

Part 6: 1264

Part 7: 3232

Stage 6

Part 1: 0652

Part 2: 3605

Part 3: 7645

Part 4: 5615

Part 5: 7623

Part 6: 4665

Part 7: 1635

SUPER BOMBERMAN 2
Full-Power Stage Passwords

Stage 1: 1111

Stage 2: 5462

Stage 3: 6763

Stage 4: 8784

Stage 5: 6925

Change Character Colors

At the player-select screen in a multi-player game, you can press the SELECT button to change your character to one

of several different colors.

Sudden Death Mode

Enter the password "5656" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center.

Activate Jump Feature

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press START. Now all of the players can jump during a Battle Mode game.

SUPER BUSTER BROS.
Level Select

Press START at the title screen; then, when the "Select Game" screen appears, press L, R, L, Up, Down. A number will appear in the middle of the screen, indicating the level number. Choose your starting level and press START.

SUPER GHOUls 'N GHOSTS
Stage Select and Sound Test Screen

From the option screen, move the cursor to "Exit", hold L and START on Controller 2 and press START on Controller 1.

SUPER MARIO KART
Character Shrink

To handicap your character in the GP and Match Race modes, press Y and A at the character select screen; your character will shrink. A "shrunken" character will be flattened if he or she comes into contact with any other driver.

Replay Rotation

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the L and R buttons.

2nd Player 1P Mode

Hold the L and R buttons while pressing START on the second controller to play in the GP mode or Time Trials with your character on the bottom half of the screen.

Ghost Racer Save

When you have a ghost that you'd like to save, hold L, R and Y at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press X. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold L or R while pressing B when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."

Hidden Courses for Time Trial/2P Match Race

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press L, R, L, R, L, R. Then press A, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in one of the first three cups in the 100cc GP mode.

Extra Credits

To earn extra credits, finish three races in the exact same position.

Shortcuts

In Ghost Valley 1, head straight for the wall when you see the platform across the gap. If you have a feather, press A to use it just before you hit the wall and you will make the jump.

In Vanilla Lake 2, cross the finish line, line up next to it and drive straight for the water. Just before going into the drink, press L or R to get a good jump. Drive as far out into the water as you can, then turn left before the Fishing Lakitu gets you. Earn an extra lap when you cross the Finish Line while the Lakitu has you.

SUPER MARIO WORLD
Freeze and Collect

Enter a course that you have already completed and go up to a Berry above Yoshi's mouth. Release the item by pressing SELECT and have Yoshi jump and eat the Berry and

the item at the same time. The action will freeze except for the Coin and 1-Up totals. Every 100 coins will earn you another 1-Up. Collect the maximum of 99 1-Ups, then press START and SELECT to exit.

Extra Invincibility

To earn eight 1-Ups in Donut Secret 2, climb the vine that is near the beginning of the course and release a Starman at the top. Drop down to the floor and collect the Starman before it falls into a hole. With the invincibility of the Starman, run to the block at the end of the course. If you're still invincible when you hit the block, you'll release another Starman. Collect it for extra invincibility.

SUPER MARIO WORLD 2: YOSHI'S ISLAND
Bonus Stage Menu

At the map screen, hold the SELECT button and press X, Y, B, A. A top-secret menu of bonus games will appear, including a pair of two-player games.

SUPER NOVA
Boss Mode

When the Taito logo appears, quickly press Down, X, Up, B, L, R, Left, A on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

SUPER PUNCH-OUT!!
Sound Test

When the Nintendo logo appears at the start of the game, hold the L and R buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.

SUPER PUTTY
Stage Skip

Press START to pause the game, then press R, A, L, L, Y. Now you can skip to the end of any stage at any time by pressing the SELECT button.

SUPER R-TYPE
Stage Select

First, select your playing level; then, when the title screen with the option selection on it appears, press and hold R (on top of the controller) and A at the same time. Now press Up nine times. Press START to begin play, then press it again to pause. Once you've paused the game, press R + A + SELECT. Change the stage level and level of difficulty with the number located at the lower left corner. Numbers 01-07 indicate the stages while 11-17 indicate the level of difficulty.

Power-Up Code

At the title screen, press Down, R, Right, Down, Right, Right, Down, Right, Down, Down. Start the game, press START to pause and press R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right, Right. Select Power-Ups by pressing A-for Sky Attack Laser, B-for Ground Attack Laser, X-for Reflect Laser, Y-for Spread Laser or R-for Shot Gun Bomb. Next press either A for Homing Missile or X for Spread Bomb.

SUPER SLAP SHOT
Change Team Skills

Enter the password ".BR. C.D. BR." and press START. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, press Up or Down to highlight any skill of either team, then press Left or Right to change that skill rating.

Inverted Players

Enter the password ".SCH. R." and press START—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press START. Start the game, and the players will be skating upside-down.

SUPER SMASH T.V.
Sound Test

On the one/two player select screen, press Left, Right, Left, Right, to call up the sound test screen. Press the START button to exit.

Up to Seven Lives and Seven Continues

On the one/two player select screen, press Down, Left, Right, Up. You'll enter a screen where you can set the amount of lives and continues you have at the beginning of the game. You can have from three to seven

lives, and from four to seven continues.

Secret Rooms

There are three secret rooms, one in each of the three arenas. The secret rooms aren't shown on the map, and the exit lights won't point to them.

Arena 1: Clear the room "Total Carnage" (in the lower right corner of the map). Run through the door on the right.

Arena 2: Clear the room "Buffalo Herd Nearby!" (in the lower right corner). Run through the door on the right.

Arena 3: Clear the room "Secret Rooms Nearby!" (in the lower right corner). Run through the door on the right.

Pleasure Dome

You have to collect 10 keys to enter the Pleasure Dome. When you clear the room "Have Enough Keys!" (near the end of the game), run through the door at the bottom of the screen.

SUPER STAR WARS
Sound Test + Screen Codes

During the game, press and hold Y, X, B, A simultaneously; while holding these, press START to enter the sound test screen. Press START again to go back to the game. Return to the sound test by executing the same trick. You'll notice that the words under SOUND TEST have changed. Repeat this trick several times until you've revealed the following two codes: X, B, A, Y for five continues and Y, Y, X, A, Y, Y, Y, B for the light saber. Enter these codes at the title screen as described under "Debug Menu" below.

Debug Menu

Move the cursor to "OPTION MENU" at the title screen and press A, A, A, A, X, B, B, B, Y, X, Y, X, X, A, Y, Y, Y, Y, B—listen for the Java to confirm the code. Choose your starting character and begin the game; then, during the action, press L and R on controller two to call up the "Game Debug Menu."

Invisibility/Map Mode

With the "Game Debug Menu" on the screen, hold A, B, X, Y, SELECT and START on Controller 2 and press START on Controller 1. Release all the buttons, and you'll start the game with your character's X and Y coordinates displayed on the screen at all times. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing Down and B simultaneously).

SUPER STAR WARS: THE EMPIRE STRIKES BACK
Change Intro

When the Menu Screen first appears, press Y four times. If you hear Darth Vader say, "Impress" press START. Wait for the Star Wars logo to fade, then use the D-pad and L and R buttons to rotate or scroll the introduction. You can also move the Star Destroyer around the screen.

Sound Test

When you're on any of the side-scrolling stages, press and hold, in order, A, B, X, and Y.

SUPER STAR WARS: RETURN OF THE JEDI
Extra Continues

At the title screen, quickly press A, B, A, Y, A and X to receive four extra continues.

Warp to Ending

Quickly press A, B, A, B, A, B, A at the title screen to go directly to the end credits.

"Easy" Level Passwords

Tatooine: RLQGMN

Jabba's Hall: ZILMRJ

Jabba's Palace: LZLJKF

Rancor Pit: VTYMZX

Sail Barge: QZNFP

Inside Barge: VKCDFD

Speeder Bike: ZCTKFC

Ewok Village 1: QYXYHB

Ewok Village 2: LFWLQT

Endor: QDQGKH

Millennium Falcon: CPMRZY

Power Generator: CDWLTY

Inside Death Star: BPFFZQ

Millennium Falcon: RMNVLC

Tower: RVFKFG

Tower Entrance (Vader): VQXQDJ

Emperor's Chamber: HLQMV

Millennium Falcon 1: VQJGWV

Millennium Falcon 2: ZZSTXZ

"Brave" Level Passwords

Tatooine: BGFSMH



Jabba's Hall: JVPLHP
 Jabba's Palace: VDLBGG
 Rancor Pit: MKYXVN
 Sail Barge: LBRHFR
 Inside Barge: GPTDZC
 Speeder Bike: DDDQYZ
 Evok Village 1: TLVHFT
 Evok Village 2: NVBJH
 Endor: GRMIYX
 Millennium Falcon: ZKQHQD
 Power Generator: WCBMKS
 Inside Death Star: KXVZDD
 Millennium Falcon: BWGPHZ
 Tower: MKZYDP
 Tower Entrance (Vader): KHWKCB
 Emperor's Chamber: WDSMNN
 Millennium Falcon 1: QWYXGN
 Millennium Falcon 2: BGWSLD
"Jedi" Level Passwords
 Tatooine: RRSBT
 Jabba's Hall: YQYHJN
 Jabba's Palace: ZPNKKZ
 Rancor Pit: BZGBJX
 Sail Barge: MSDZZR
 Inside Barge: XXVPBG
 Speeder Bike: CQKBP
 Evok Village 1: XNHPFS
 Evok Village 2: KQMLXP
 Endor: MFWHQM
 Millennium Falcon: VCYNNP
 Power Generator: BPSDVS
 Inside Death Star: DSFYGD
 Millennium Falcon: NJHPL
 Tower: BZCBCB
 Tower Entrance (Vader): VGKSNJ
 Emperor's Chamber: PPNNZY
 Millennium Falcon 1: CJQKMX
 Millennium Falcon 2: TXQLTM

SUPER STRIKE EAGLE

Mission Passwords
 Libya Day: 066F87FH
 Libya Night: 062H869D
 Gulf War Day: CGG4724
 Gulf War Night: 90B68G8C
 Korea Day: 057F4902
 Korea Night: HF309H8
Bonus Secret Mission

Enter the password G6CH4228 to find an extremely difficult hidden mission in *Super Strike Eagle*. You'll begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

SUPER TENNIS

Don J Password
 K8XD3H—FTLWJPCC
 2GNYBQ1—4065C6P
 DISTK8X—D3HRTL
 WJPDLW—1RK

Don J is located on a secret island you can't see on the world map.

Exhibition Tournament Password
 PC2GNYB—Q140065C
 TLWJP2—GNYBQ14
 6PDISTK—8XD3HRT
 065QJNM—FTW

Super Player

Highlight the name of any character at the Player Select screen, then grab Controller 2 and press L, L, L, L, X, R, R, R, R, R, R, X. You'll hear the music change; now your player is powered-up.

T2: THE ARCADE GAME

Stage Skip

At the title screen, press Left, Up, Right, Up, Left, Left, Left, Right, Down, Down before the High Score screen appears. Then, on the High Score screen, press Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right, Up. Now you can skip to the end of any stage like so: Pause the game, hold the L button, unpause.

TAZ-MANIA

Ten Continues

Press B, A, Y, A, X, A at the "OPTIONS" menu.
20 Continues
 Press Y, X, B, X, A, X, L, R, B, A, Y, A, X at the "OPTIONS" menu.
Stage Select
 Press A, Y, A, Y, X, Y, B, A, R, L at the "OPTIONS" menu.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Use Ultimate Attack in Story Battle Mode
 At the title screen, enter the following code on Controller 2: Up, Left, Down,

Right, X, Y, B, A, X, Y, B, A, X. Now you can do "Ultimate Attacks" against the computer in Story Battle mode.

10 Credits

Use Controller 2 at the title screen and tap in B, B, B, A, A, X, X, X, X, X. Now go to the Option Menu using Controller 1 and you'll see that a 10-credit selection can now be made.

Boss Code

Press X, Up, Y, Left, B, Down, A, Right, X, Up on Controller 2 at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing Right while Shredder is highlighted (or by pressing Left while Leo is highlighted).

Hyper Speed Mode

Press Up, Up, Down, Down, Left, Right, Left, Right, B, A on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

THUNDER SPIRITS

Extra Continues

You can gain up to 99 continues if you press the B button rapidly at the title screen. You must press the button extremely fast; you'll hear a laserlike sound each time an additional credit is registered. Repeat as often as you like each time the demo returns to the title screen—the credits will continue to add up—but don't go over 99 credits or the counter will reset and you'll have to start the process over.

THE TICK

Stage Select

At the Option screen, set your Lives to seven, your Continues to four and your Arthurs to two. Go to the Test Sound option and set it for Teleport, then press START. Begin a new game, pause game, then press SELECT to bring up the Stage Select.

TINY TOON ADVENTURES: BUSTER BUSTS LOOSE!

Passwords

Level 2: Little Beeper, Montana Max, Elmyra
 Level 3: Gogo, Shirley the Loon, Sweety
 Level 4: Bookworm, Plucky, Babs
 Level 5: Montana Max, Babs, Sweety
 Unlimited Continues: Plucky Duck, Babs Bunny, Bookworm
 Play Any Bonus Game: Elmyra, Shirley the Loon, Calamity Coyote

TOM AND JERRY

99 Lives

Press START during the game to pause, then press L, Y, B, B, A, X, Y, B, R. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9." This is because the counter only goes up to nine, but you really have 99 lives in reserve.

Stage Skip

Press START to pause the game, then press L, X, A, Y, B, R. You'll be warped instantly to the end of the current stage.

TOTAL CARNAGE

Hidden Voices

Enter your name as YAWDIM at the High Score screen, then press Right to find a secret screen. Press any button to hear the secret voices.

TOY STORY

Invincibility + Stage Skip

In the game's first level ("That Old Army Game"), walk to the right until you reach the rubber ball that's next to the chest of drawers with the bucket of army men on it. Jump on the ball and gently tap to the right to land on the bottom drawer. When you're standing on the bottom drawer, hold Down on the D-pad for about six seconds. You'll see Woody's health star begin to spin in the upper left corner of the screen, indicating that you are now invincible for the rest of the game. With this code in place, you can also skip any stage as follows: Simply hit START during the game, then press the SELECT button while the game is paused. You'll be warped instantly to the end of the current stage.

TRUE LIES

Cheat Codes

Each of the following cheats works at the password screen; just enter the password, highlight END and press any button; the word "Authorized" should appear if you've entered the code correctly.

BGLVS—Infinite lives

BGGRLY—Infinite Energy

BGPWNS—Infinite Weapons

MNCHT—Stage Select

TUFF E NUFF

Boss Code

Choose "START" from the title screen. At the scenario-select screen, press Left three times, Right three times, Left seven times. "Vs. CPU" should be the highlighted option. Press START and a new menu appears in the "Vs. CPU" mode, giving you full "boss" access. To play as boss characters in the two-player mode, enter the code as described, then push the RESET button on your SNES. Return to the scenario-select screen and press Right three times, Left three times, Right seven times. "1P vs. 2P" should be the highlighted option. Press START to get "boss" menus for both characters.

VORTEX

Cheat Passwords

Infinite Ammo—WSVTQ

Invincibility—HVZSM

Infinite lives—JTTSJ

Level switch—CTGXF

To use Level Switch, start a regular game. Instead of going to the first stage, press Up or Down on the D-pad to change your starting level.

WING COMMANDER

Cheat Code

At the title screen, press B, A, B, Y, B, Y, L, A, R, A and START. Then, at the options menu, choose any missions from the 13 areas. This code enables you to become invincible as well as giving you a sound test.

WOLFENSTEIN 3-D

Level Select

While holding the R button on top of the controller, turn on the SNES (or reset the console). Continue to hold R until B.J. appears on the screen with the mini-gun, then immediately press Up and SELECT simultaneously. The level select screen should then appear.

Extra Weapons, Ammo, and Keys

Press R, Up, B, A quickly at the Map Screen. Use this as many times as you want to resupply.

God Mode

Press B, Up, B, A quickly at the Map Screen to become invincible.

Full Level Map

Press A, A, Up, B quickly at the Map Screen. Hit START to exit the Map Screen, then press START again see the whole level, including secret rooms.

Level Skip

Press Up, B, R, B quickly at the Map Screen; you'll be sent to the end of the current stage.

WWF ROYAL RUMBLE

Super Punch

At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the B button and press Y as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the game and you'll find that your wrestler has been equipped with a Super Punch that reduces your opponent's health meter by half.

Character vs. Same Character

At the character-select screen, tap the L button (on top of the controller) to make the WWF logo in the background stop moving. Next, press and hold the R button, then press and hold the L button—the background should be frozen again. While you're holding those buttons down (and the background is not moving), press the SELECT button. The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose to fight as the same wrestler, or you can pick the same character to be his own tag-team partner.

Luna Vachon: Press Up/Right and A simultaneously
 Yokozuna: Press Up, A and Y simultaneously

X-KALIBER 2097

Level Select

At the title screen—the one with the 1 Player/2 Player game select—press Right, Right, Left, Left, Up, Down, Left, Down, Down. Next, press the A button to get a Round Select menu. *Invincibility*

Also at the X-Kaliber 2097 title screen, try punching in the code Left, Left, Right, Right, Down, Up, Right, Up, Up, Up. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility.

YOGI BEAR

Stage Select

At the title screen, press Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down.

YOSHIE'S COOKIE

Stage Select

On a one-player game, use the following settings: Music OFF, Speed HIGH, Round 10. Hold Up and press SELECT. "Round 11" should appear; press SELECT to advance stages.

Tougher Opponents

Enter the Vs. Mode and set the Mode to COM. Hold the L, R, X and then press START.

Bonus Rounds

At the title screen, select the Action Mode and press START. Set Round to 10, Speed to HI and Music Type to OFF. On Controller 2, Press L, R, SELECT and START simultaneously.

YOSHIE'S SAFARI

Special Mode

At the title screen, hold the X, Y, L and R buttons and press START to enter the game's "Special Mode," an all-new adventure that's different from the main game.

YS III: WANDERERS FROM YS

Invincibility

First begin and save a game. Then, press RESET and wait until the American Sammy logo is completely on the screen. Then press Up, Down, Up, Down, SELECT, START on Controller 2 before the logo disappears. Select Continue, and then press SELECT to bring up a subscreen. Now, press START on Controller 2 and the word "Debug" will appear next to Status if you've done this correctly.

Sound Test

During play press SELECT to bring up a subscreen. Now, press START on Controller 2.

ZOMBIES ATE MY NEIGHBORS

Bonus Level Password

Enter the password "BCDF" to find a hidden level with a 1-Up and a powerful Martian Bubble Blaster; you'll start the game at Level 1 when you complete it.

**COLUMNS****Magic Jewel**

If you successfully score enough jewels, a magic colored jewel will appear. If a column is about to reach the top and a colored jewel appears, place the colored jewel on top of the column, making sure part of the colored jewel is off the screen. If any match is made, the jewels disappear, but any part of the magic jewel that was off the screen will still be usable, allowing you to clear more jewels. The magic jewels will appear after you have cleared 100, 250, 450 and 700 jewels.

COMIX ZONE**Invincibility**

Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing C:

3, 12, 17, 2, 2, 10, 2, 7, 7, 11

Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press START to exit the jukebox and start the game; you'll see that your energy bar will never go down.

Stage Select

As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing C:

14, 15, 18, 5, 13, 1, 3, 18, 15, 6

Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press C to warp to different stages as follows:

1—Episode 1, Part 1

2—Episode 1, Part 2

3—Episode 2, Part 1

4—Episode 2, Part 2

5—Episode 3, Part 1

6—Episode 3, Part 2

Press START to exit the jukebox and start the game; you'll start at the stage you chose.

Secret Fart

In most of the game's "panels," you can make Sketch pass gas by rapidly pressing Down on the D-pad. It seems easier to do this if there are no enemies on the screen.

COSMIC CARNAGE (32X)**Hidden Game**

To change *Cosmic Carnage* into the Japanese version of the game, you'll need a six-button controller. Hold down the X, Z and B buttons when you turn the game system on; the new title screen will say "Cyber Brawl" and you'll have some different characters to choose from.

CRÙE BALL**Stage Select/Sound Test**

Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press A, C, A, B, then start the game. Before you launch the ball, hold Up and press B to raise the "volume level" to the next stage (hold Down and press B to lower the "volume"). Now you can also enter a sound test by pressing A, B and C together.

CYBERBALL**Passwords for the San Francisco Hitmen**

2nd week: UBBB B7VW LFXV

3rd week: UVBB BXBX LFOX

4th week: UXBB BFVI LFC5

5th week: UIBB BXIS OF8I

6th week: ULBB BSFS OF98

7th week: UKBB BSFS OFMI

8th week: UMBB BSFS OFAX

9th week: UOBB BSFS OFB1

10th week: UFBB BSFS OFNX

11th week: UCBB BSFS OFLI

12th week: UTBB BSFS OFSX

13th week: UABBB BSFS OFRI

14th week: URBB BSFS OFHX

15th week: UTBB BSFS OFFI

16th week: UBBB BSFS OFB1

17th week: UZBB BSFS OFDI: Playoff series

18th week: UUBB BSFS OFII: Playoffs series

19th week: USBB BSFS OFX3: Playoffs series

Ending: UJBB BSFS OF41

Password for the Chicago Killers

Ending: CGBB B8BF BB2V

CYBORG JUSTICE**Secret Option Screen**

Press START to pause the game, then very quickly press C, B, B, C, C, A, C, B.

DAVID ROBINSON'S SUPREME COURT**Super Short Games**

At the "Options" menu, highlight "Minutes Per Quarter". You can choose shorter quarter lengths if you hold down the A, B and C buttons all the way down to 20 seconds.

DINOLAND**Mega-Bonuses**

First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the B button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points. It's also a good idea to knock down the targets and get the other four multiballs if you can.

DOOM (32X)**God Mode**

You'll need a six-button controller. Pause the game and press Up, Z, X and the MODE button all at the same time. When you get back into the game, the marine's eyes will turn yellow and you'll be invincible.

All Weapons & Ammo

Pause the game. Press Up, A, C and MODE.

DRAGON'S FURY**Cheat Password**

Enter the password "DEVILCRASH" to start with eight balls instead of the usual three.

Change the Music

Enter the password "OMAKEBGM01" to play with different background music. Change the number at the end of this password to any number from "00" to "04" for one of five different tunes.

Start With 99 Balls and 13 Million Points

Enter the password "UFELO78TL".

DRAGON'S REVENGE**Passwords**

Stage 1: LSRCIE8

Stage 2: CSABMJM

Stage 3: DS136KR

Stage 4: ETT58DL

Stage 5: FT438XR

Stage 6: HV53955

DUNE: THE BATTLE FOR ARRAKIS**Atreides Passwords**

2) Diplomatic

3) SpiceDance

4) EternalSun

5) DethHunter

6) FairMentat

7) ASHLIKENNY

8) SonicBlast

9) DuneRunner

Harkonnen Passwords

2) Demolition

3) SpiceSatyr

4) BurningSun

5) DarkHunter

6) EvilMentat

7) IYSQEBWAN

8) Devastator

9) DeathRuler

Ordois Passwords

2) Domination

3) SpiceSaber

4) ArrakisSun

5) ColdHunter

6) WilyMentat

7) SlyMelanie

8) StealthWar

9) PowerCrush

DYNAMITE DUKE**Secret Cheat Menu**

At the title screen, press START for the option mode to appear. Then press C ten times and the START button to enter the cheat screen.

EARTHWORM JIM**Weapon Power-Up (once per level)**

Pause the game and press A, B, B, C, A, C, B.

Energy Refill (once per level)

Pause the game and press A, C, C, A, B, B, A, C.

Skip to Level 2

Pause on Level 1 and press Left, Right, A, B, C, Left, Right, A.

David Perry's Private Cheat Mode

With the game paused, press A+Left, B, B, A, A+Right, B, B, A. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

Plasma Recharge

Pause the game and press C+Down, A, B, C,

A, B, C, Jim will say "Cheater! Plasma!"

Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.

Extra Continue

Pause the game and press A, B+Left, A, B, A, B, C, Jim will say "Cheater!" Unpause the game for an extra end-of-game continue. You can only do this once.

Extra Jim

Pause the game and press B+Up, B, A, C, A,

A, B, A, Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

Warp to "Puppy Love 1"—C, C, C, C, C, A,

A

Warp to "The Villi People"—A, B, C, C, Up, C, Left, Right

Warp to "The Flyin' King"—C, B, C, Left, Right, A, B

Warp to "Puppy Love 2"—Left, Right, B, C,

C, Left, Right, A

Warp to "Udderly Abducted"—Down, A, C,

Left, Right, Down, A, C

Warp to "Inflated Head"—B, C, A, B, C, Left, Right

Warp to "ISO 9000"—A, B, C, Right, Right,

Right, Right, Right

Warp to "Puppy Love 3"—Right, Right, A, B,

C, Left, Right, A

Warp to "Level Ate"—C, C, Down, Down, A,

Right, Right, Left

Warp to "See Jim Run—Run Jim Run"—B, B,

C, Left, Left, Left, Left, Right

ECCO THE DOLPHIN**Super Cheat Menu**

Start the game and move Ecco left and right. Press START to pause while Ecco is turning—you have to catch him while he's facing you. Next, press Right, B, C, B, C, Down, C, Up. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

Invincibility

Input a valid password, press START, and wait for the screen that shows the name of the current level with your password. Press and hold A and START, and hold those buttons down until Ecco appears on the screen. Press START to unpause, and you'll be invincible.

EL VIENTO**All the Magics**

Press START to pause the game, then press Up, Left, Right, Down, C. Repeat this sequence five more times.

Slow-Motion

Press START to pause the game, then press Up, Left, Right, Down, A.

Stage Skip

Press START to pause the game, then press Up, Left, Right, Down, B to skip stages, advancing to the next one.

"Color Bar" Test Pattern

Press A, B, C and START when the Wolfteam logo appears on the screen.

ESPN NATIONAL HOCKEY NIGHT**Extra Teams**

Press Left, Right, C, A, B, at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

Brutal Menu

The code C, Right, B, Right, C, Right lets you have two more options when you "Turn Up the Heat."

Pong

The code B, C, C, C, Up, Down lets you play Pong using hockey players as paddles.

Octopong

A, C, B, Up, Right, Up adds some variation to the simple Pong code, by turning the Octopus into a puck.

EVANDER HOLYFIELD'S REAL DEAL BOXING**Green Boxer Password**

At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press START.

Easy TKO

Stay close to your opponent and alternate between left and right hooks. The match will stop and you'll win on a TKO.

Win Without Fighting

Play as "The Beast." Wait until the Beast has raised his hand and the crowd has cheered. When the camera scrolls and isn't pointing to either boxer, press START, then choose to quit. At the training screen, you'll see that you won the fight.

EX-MUTANTS**Cheat Menu**

Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold A, B, C while pressing START.

F-15 STRIKE EAGLE II**Hidden Re-Supply Option**

Choose "See Credits" from the "Options" menu. At the credit screen, press Up, Left,



Down, Right, Up, Right, Down, Left, Up.
Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum.

F-22 INTERCEPTOR

United States Passwords

Mission 01: OHG021

Mission 02: OPG06D

Mission 03: OTG0E0

Mission 04: 11G012

Mission 05: 1SG0MA

Mission 06: 19G0UM

Mission 07: 1DG163

Mission 08: 1LG1EQ

Mission 09: 1PG1M6

Mission 10: 1TG1UI

Mission 11: 21G26I

Mission 12: 2TG32I

Mission 13: 31G3UJ

Mission 14: 35G4A4

Mission 15: 39G5U6

Mission 16: 3TG5IC

Mission 17: 41G62K

Mission 18: 45G6MJ

Mission 19: 4TG7A7

Mission 20: 5167QL

Mission 21: 59G8EI

Mission 22: 61Q9EM

Mission 23: 65Q9QA

Mission 24: 69Q9QA

Mission 25: 6HG9UJ

Mission 26: 6LGAJ

Iraq Passwords

Mission 01: CG6022

Mission 02: CEG06L

Mission 03: CIG0A4

Mission 04: CM60EC

Mission 05: CUG010

Mission 06: D2G0U2

Mission 07: D601EV

Mission 08: DAO1QM

Mission 09: DQG2EJ

Mission 10: E2G3AI

Mission 11: EGG428

Mission 12: EGAE57

Mission 13: EEG5UR

Mission 14: EIG6QS

Mission 15: EU77MS

Mission 16: F2G7UB

Mission 17: F6G8AS

Mission 18: FAG8UR

Mission 19: FEAGAIS

Mission 20: FIKB6I

Mission 21: FGQBUL

Mission 22: FUGCEA

Mission 23: G2GSQL

Mission 24: G6UF6E

Mission 25: GIUFUO

Mission 26: GMUHAI

Korea Passwords

Mission 01: 7E002E

Mission 02: 7M006Q

Mission 03: 7Q01AA

Mission 04: 8201QS

Mission 05: 8601U4

Mission 06: 8A022D

Mission 07: 8I02E8

Mission 08: 8M042R

Mission 09: 8Q04MQ

Mission 10: 8U05MV

Mission 11: 9A05UK

Mission 12: 9I06A9

Mission 13: 9U06U9

Mission 14: A2072C

Mission 15: A608E4

Mission 16: AA08IJ

Mission 17: AE08U3

Mission 18: AIF9UU

Mission 19: AMFB6C

Mission 20: B20B47

Mission 21: B60BMN

Mission 22: BAFCIL

Russia Passwords

Mission 01: HJ0024

Mission 02: HR412H

Mission 03: I701QI

Mission 04: IB02EI

Mission 05: IF02U6

Mission 06: 8A022D

Mission 07: 8I02E8

Mission 08: 8M042R

Mission 09: 8Q04MQ

Mission 10: 8U05MV

Mission 11: 9A05UK

Mission 12: 9I06A9

Mission 13: 9U06U9

Mission 14: A2072C

Mission 15: A608E4

Mission 16: KBOCA1

Mission 17: KF0D2N

Mission 18: KJ0DUU
Mission 19: KNOEIN
The Aces Challenge Passwords
Mission 01: LIG02V
Mission 02: LNG067
Mission 03: LRG0AM
Mission 04: LVG0EU
Mission 05: M3G0IO
Mission 06: M7G0UG
Mission 07: MBG16T
Mission 08: MFG1EG
Mission 09: MJG1MS

FATAL FURY

Victory Counter

Choose "Control" from the option menu then highlight the "Point" option. Hold B and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.

FLASHBACK

Walk Through Walls

Walk up to a wall in any stage of the game. Turn away from the wall, then hold the A button and point the D-pad away from the wall. The instant you see Conrad start to run, quickly release the A button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.

"Easy" Level Passwords

Level 1: PIXEL
Level 2: BETSY
Level 3: PANCHO
Level 4: STUDIO
Level 5: TOHO
Level 6: AKANE
Level 7: INCBIN
"Normal" Level Passwords
Level 1: FALCON
Level 2: DATA
Level 3: MILMORD
Level 4: QUIKEY
Level 5: BIJOU
Level 6: BUBBLE
Level 7: CLIP
"Expert" Level Passwords
Level 1: CLIO
Level 2: ACRTC
Level 3: BLUB
Level 4: STUN
Level 5: MIMOLO
Level 6: HECTOR
Level 7: KALIMA
Ending Code: CYGNUS

FLICKY

Bikini Girl

If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a bikini.

GALAHAD

Cheat Password

Enter the password "LTUS" to start at World One with infinite lives.

GENERAL CHAOS

Secret Cheat Mode

Pause the game. Press and hold buttons A and B on Controller 1 and button C on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features:

Maximum Medics

Press and hold A and C on Controller 1 and B and Down on Controller 2.

Battle Advance

Press and hold A, C and Up on Controller 1 and B on Controller 2.

Full-Scale War Advance

Press and hold A, C and Down on Controller 1 and B on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press A+C on Controller 2 and B+Down on Controller 1.

GHOSTBUSTERS

Lots of Cash

Find a safe that's got money in it and is close to the entrance of a maze. Leave the maze with the safe. Enter that maze again and the safe and the money will be there again. You

can repeat this procedure until you've got all the money you want.

HARD DRIVIN'

Practice Race with Other Cars on the Track

Play a game normally but intentionally lose. Then go to the option screen and select Practice Mode. There should now be other cars on the track.

HARDBALL

Fat Pitch

During a game, substitute the pitcher with another player who is not a pitcher. The new pitcher will throw a special pitch called "Fat."

HAUNTING STARRING POLTERGUY

More Points, More Houses

In the first house, enter the grandfather clock in the dining room by pressing A. While in the clock, press B, C, C, B. Press A again to exit the clock. You'll now have 15,000 points and be in the second house. In the second house, enter the toilet in the Jacuzzi Room and press C, C, C, B. You'll get 15,000 points and be in the third house. In the third house, enter the garbage can in the garage. Press B, C, B, B and exit the garage. You'll be in the final house and get 45,000 points.

THE INCREDIBLE HULK

Hulk-Out Moves

These moves work when you achieve Hulk-Out status in the game. Bear Hug: Grab enemy, then press A. Pile Driver: Grab enemy, then press A+B. Shoulder Charge: Forward, Forward, C, Forward.

JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING

Sound Test

On the game-mode screen, press START on Controller 2. Push Down to select the sound you want, then push A to begin the sound or B to end.

JAMES POND

Open Exit Door

Hold C + Left at the title screen and press START. During the game, hold A, B and C and rotate the D-pad to open the Exit Door.

JAMES POND II—CODENAME: ROBOCOD

Invincibility

At the beginning of the first stage, there's a ledge with five bonus items. Spell the word "cheat" by picking up the items in the following order: cake, hammer, "Earth" (the globe), apple and "tap" (the faucet). You'll get a sparkling shield that will protect you from harm.

Power-Up Code

You can refill your power meter if you spell the word "power" by picking up items in the following order: penguin, oil can, wine glass, Earth and racket.

Infinite Lives

In the sports level, spell the word "lives" by picking up items in the following order: lips, ice cream, violin, Earth and snowman.

Cheat Menu

At the title screen, hold A+C, point the D-pad in the Down/Left position and press START to access a cheat menu.

JENNIFER CAPRIATI TENNIS

New Players

To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND-SLAM" (enter a period between the two words and fill up the rest of the password with periods.)

Secret Configuration Mode!

Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

JOHN MADDEN FOOTBALL

Super Bowl Passwords

Minnesota vs. Denver: 3456712

Philadelphia vs. Miami: 7676767

Los Angeles vs. Houston: 7654321

San Francisco vs. Miami: 7651567

Philadelphia vs. Houston: 1777777

San Francisco vs. New England: 1717171

Philadelphia vs. New England: 6712345

San Francisco vs. Pittsburgh: 5671234

Los Angeles at Miami: 0473176

San Francisco at Denver: 0751000

San Francisco at New England: 0431000

Chicago at New England: 0613000

Philadelphia at Cincinnati: 5555500

Los Angeles at Kansas City: 2452300

Atlanta at Miami: 3452300

New York at Houston: 4452300

Washington at Buffalo: 5450000

Philadelphia at New England: 6450000

Los Angeles at Denver: 7450000

Philadelphia at Denver: 7450000

San Francisco at Houston: 6770000

Atlanta at Pittsburgh: 4770000

Atlanta at Miami: 7777777

Los Angeles at Cincinnati: 6777777

New York at New England: 5777777

Washington at Kansas City: 4777777

Chicago at Pittsburgh: 4777777

Philadelphia at Houston: 1777777

Chicago at Denver: 04150000

San Francisco at Buffalo: 0515000

Minnesota at Buffalo: 0535000

JOHN MADDEN FOOTBALL '92

EASN Bowl Passwords

(The NFC team is always the home team)

Atlanta vs. Buffalo: CSLS65H

Atlanta vs. Houston: D72C85L

Buffalo vs. San Francisco: DWJ4NLPV

Buffalo vs. New York: B3H92VSN

Chicago vs. Kansas City: B3FMKGMT

Chicago vs. Buffalo: B3FMFBPS

Cincinnati vs. San Francisco: C536LLJY

Cincinnati vs. Atlanta: D8NDD50R

Cleveland vs. Washington: CDCHGGS4

Dallas vs. Oakland: BDNZ2TR1

Dallas vs. Buffalo: BPGH9N1

Denver vs. San Francisco: CLB168RX

Detroit vs. Buffalo: BHL50X6

Detroit vs. New Jersey: B29KH464

Green Bay vs. Cincinnati: BPCYNT78

Green Bay vs. Kansas City: BPCSHGXA

Houston vs. Washington: BOP22178

Indianapolis vs. Chicago: D8W6H72K

Kansas City vs. Dallas: DWMS4MP9

Kansas City vs. San Francisco: DWMWRBG5

Kansas City vs. Chicago: FCH2G18B

Kansas City vs. New Orleans: DGXNTKWT

Los Angeles vs. Pittsburgh: BHJFGFVR

Los Angeles vs. Houston: CG68WD8N

Los Angeles vs. Buffalo: CG644YSN

Miami vs. Green Bay: C224Z5ZS

Miami vs. New York: B6KFSMCB

Miami vs. Chicago: B6KJ9BD

Minnesota vs. Cleveland: CC50N7W4

Minnesota vs. Seattle: BPKJRWXW

New England vs. New Orleans: DG10WJCT

New England vs. Minnesota: FCKYYJB

New Jersey vs. Washington: CS41LK68

New Jersey vs. Green Bay: C23PNST

New Orleans vs. Oakland: DGJVWYM3

New York vs. Miami: BTCHRSRX

New York vs. New England: B26173NK

Oakland vs. San Francisco: BH4MBJ03

Oakland vs. New York: C25RBY07

Philadelphia vs. Miami: BTGBF49

Pittsburgh vs. Detroit: C297JMSL

Pittsburgh vs. Chicago: DWN8M06J

San Diego vs. Washington: C8XRT1V

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change the screen into different colors. The last color in the series will be blood red!

To skip to the next level, press B, A, A, B, B, A, A, B, A, B, A, B, B, A. You'll be able to see all of the levels in the game.

To see the end of the game, enter the code B, A, Down, C, A, Right, Left, A, Right, Down.

To start next to King Louie, press Left, Up, A, Left, Up, A.

To start next to the Witch Doctor Monkeys, type in Right, A, Down, B, A, Down.

Debug Menu

On the first level, run all the way to the right until you reach the briar patch. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code B, A, Down, C, Right, A, B, Left, A, Right, Down, B, Left, Left, C, Up, Right, Left. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

JORDAN VS. BIRD: SUPER ONE-ON-ONE

Extra Time

Press START to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press A to call a timeout. The game will continue with 36 minutes on the clock.

JURASSIC PARK

Super Cheat Mode

Enter the password "NYUKNYUK". Press START and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the B button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold A on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.

Password Trick

Use the following password formula to start on any stage:

JP.0.ARK

Change this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

Stage-Select/Sound Test Menu

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<" or ">"), then press and hold A, B, C and START one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

JUNGLE STRIKE

Super Cheat Passwords

These codes start you at any mission with ten lives and all of the co-pilots rescued.

RXWV7T7456KB—Campaign 2

9WT7NLMHBV—Campaign 3

X7NL4SPHG94—Campaign 4

VL456MGCZVH—Campaign 5

WS6MPHZFTZ—Campaign 6

TMHPGCFDYN3—Campaign 7

7PGCZYK34X—Campaign 8

NZJFD3BR67—Campaign 9

KRUSTY'S SUPER FUN HOUSE

Level Codes

WHOAMAMA: Stage Two

FLANDERS: Stage Three

BROCKMAN: Stage Four

SIDESHOW: Stage Five

SMALLIW: Infinite Lives/All Doors Unlocked

LAKERS VS. CELTICS

AND THE NBA PLAYOFFS

Start Playoffs with a Three-Game Lead

Enter LGQ HJK for the fourth game be-

tween the Celtics and the Spurs.

Start with Game 1

Enter T#6 CGK for a game between the Pistons and the Lakers.

THE LAWNMOWER MAN

Cheat Code

On any of the platform levels, press START to pause the game, then press Up, Right, A, B, A, Down, Left, A, Down. Unpause the game to complete the sequence. With that code in place, pause the game again. To skip to the next level, press B. To access a cheat menu—with invincibility, multiplier and stage-select options—press C. With the code in place, you can use these cheats on any stage, not just the platform levels.

LIGHTENING FORCE

99 Ships

When "Press Start" appears on the title screen, press A and START together to bring up the Configuration screen. Set the number of ships to 0. Start the game and you've got 99 ships.

Full Power

Pause the game during play and enter the following code: Up, Right, A, Down, Right, A, C, Left, Up, B, and Up. Press START and all weapons will be available to you.

LOTUS II

Hidden Pod Game

At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press B. Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

LOTUS TURBO CHALLENGE

Password Cheats

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.

MADDEN NFL 96

Secret Teams

There are dozens of hidden teams in the game; most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so—if for example—you wanted to pit the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the A, B and C buttons.

AABBACAB—80 Atlanta Falcons

AABCACC—70 Baltimore Colts

AACAAAB—68 Baltimore Colts

AACBCCB—65 Cleveland Browns

AACCACB—93 Buffalo Bills

ABAACAA—92 Buffalo Bills

ABAACAC—91 Buffalo Bills

ABABBBB—90 Buffalo Bills

ABACACA—73 Buffalo Bills

ABACCCC—85 Chicago Bears

ABACBACB—77 Chicago Bears

ABBBBBA—66 Chicago Bears

ABBCABC—63 Chicago Bears

ABCCCB—88 Cincinnati Bengals

AACACABA—81 Cincinnati Bengals

ABCBCAB—93 Dallas Cowboys

ABCCBAC—92 Dallas Cowboys

ABCCCCA—78 Dallas Cowboys

ACAAABC—77 Dallas Cowboys

ACBABAB—75 Dallas Cowboys

ACACABA—71 Dallas Cowboys

ACACBBC—70 Dallas Cowboys

ACBACBC—89 Denver Broncos

ACBBBAA—87 Denver Broncos

ACBAAAC—77 Denver Broncos

ACBCBB—62 Detroit Lions

ACACABA—67 Green Bay Packers

ACCBACC—66 Green Bay Packers

ACCCAA—80 Houston Oilers

ACCCBAA—69 Kansas City Chiefs

BAAAABC—66 Kansas City Chiefs

BAABACB—62 Dallas Texans

BAACAAA—90 Los Angeles Raiders

BAACAC—83 Los Angeles Raiders

BABABBB—80 Oakland Raiders

BABBACA—76 Oakland Raiders

BABBCCC—67 Oakland Raiders

BABCACB—91 Los Angeles Rams

BACABA—84 Los Angeles Rams

BACBABC—79 Los Angeles Rams

BACBCCC—68 Los Angeles Rams

BACCCAA—84 Miami Dolphins

BBAABAC—82 Miami Dolphins

BBABAB—73 Miami Dolphins

BBAACCA—71 Miami Dolphins

BBBABAB—76 Minnesota Vikings

BBBABA—74 Minnesota Vikings

BBBCBC—73 Minnesota Vikings

BBBCBC—69 Minnesota Vikings

BBCABA—85 New England Patriots

BBCBAC—76 New England Patriots

BBCBCB—79 New Orleans Saints

BBCBCB—90 New York Giants

BCAAAAC—86 New York Giants

BCABAAB—70 New York Giants

BCABCBA—68 New York Jets

BCABCBC—80 Philadelphia Eagles

BCBAACB—60 Philadelphia Eagles

BCBBABA—79 Pittsburgh Steelers

BCBBCAC—78 Pittsburgh Steelers

BCBBCB—75 Pittsburgh Steelers

BCCAAC—74 Pittsburgh Steelers

BCCACCC—75 St. Louis Cardinals

BCCBCAB—94 San Diego Chargers

BCCBCBA—81 San Diego Chargers

CAAAABC—66 San Diego Chargers

CAAAACB—63 San Diego Chargers

CAAAACB—94 San Francisco 49ers

CAACABC—89 San Francisco 49ers

CAABAAB—88 San Francisco 49ers

CAACABA—84 San Francisco 49ers

CAACBBC—81 San Francisco 49ers

CABCBCB—78 Seattle Seahawks

CACABA—79 Tampa Bay Buccaneers

CACACAC—91 Washington Redskins

CACBCBC—87 Washington Redskins

CACBAAA—83 Washington Redskins

CAACAAA—82 Washington Redskins

CAACABB—72 Washington Redskins

CBABBCA—Hall of Fame I

CBACAC—Hall of Fame II

CBBAABA—95 All-Madden

CBBCABA—95 AFC Pro Bowl

CBBBBBC—95 NFC Pro Bowl

CBBCACB—95 Amsterdam Admirals

CBCCAAA—95 Barcelona Dragons

CBCACAC—95 Frankfurt Galaxy

CBCCBBB—95 London Monarchs

CBCCACB—95 Rhein Fire

CBCCCCC—95 Scotland Claymores

CCAACAC—95 EA Sports Team Madden

CCACBAA—All '50s

CCACABC—All '60s

CCACCCC—All '70s

CCBACAA—NFL Players Association I

CCBBBAC—NFL Players Association II

CCBCAB—NFL Players Association III

CCBCCA—NFL Players Association IV

MARIO LEMIEUX HOCKEY

Change Team Skills

Enter the password "ABRA CADA BRAZ" and press START—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press START. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press Up or Down on the control pad to highlight any skill of your team or your opponent's team, and press A or B to change that skill.

Play on Black Ice

Enter the password "CEME NTBL ADES" and press START—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press START. Start the game, and you'll be playing on dark-colored ice.

MEGA BOMBERMAN

Stage Passwords

Area 1—Jammin' Jungle

Stage 2: 6800

Stage 3: 5120

Boss: 7420

Area 2—Vexin' Volcano

Stage 1: 4501

Stage 2: 8111

Stage 3: 7421

Stage 4: 1051

Boss: 3351

Area 3—Slammin' Sea

Stage 1: 4502

Stage 2: 8112

Stage 3: 7422

Stage 4: 1052

Boss: 3352

Area 4—Crankin' Castle

Stage 1: 6803

Stage 2: 0513

Stage 3: 9723

Stage 4: 3353

Boss: 5653

Area 5—Thrashin' Tundra

Stage 1: 8114

Stage 2: 2814

Stage 3: 1134

Stage 4: 5654

Boss: 7954

Area 6—Cruisin' Comet

Final Stage: 0515

MEGA TURRICAN

Stage Skip

Pause the game, press Right, Left, Down, Right, B and unpause.

Unlimited Power

Pause the game, press A, A, B, B, A, A, and START.

Press START to pause the game, then press Up, Up, Down, Down, Left, Right, Left, and Right on the D-pad. Then press A and B. Unpause the game. When you push forward, your character moves backward.

Previous Level

Pause the game, press Right, Left, Down, Right, A. When you unpause, you'll return to the previous level.

M.E.R.C.S.

Faster, Smarter Enemies

Highlight Original Mode at the options screen, hold A, B and C and press START.

MICHAEL JACKSON'S MOONWALKER

Become the Robot

In each of the following cases, the child hostage noted must be the first one rescued when you reach that level.

In level 2-2 go to the top of the garage, and rescue the only child up there, or...

In 2-3 get in the elevator, and go up one floor. Now rescue the child on that floor to get the shooting star, or...

In 3-3 go to the left side of the waterfall. Look straight up and rescue the child above you.

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight the EXIT option and hold the D-pad to the Left for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MICKEY MOUSE IN CASTLE OF ILLUSION

Maximum Number of Marbles

At the end of the second level in Toyland, you'll come across a bag of marbles. If you pick the bag up and proceed to the right far enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,000 points and extra marbles (up to 30). Don't forget about the vines in the second part of Level 1-1. As long as you're on the vine, you're invincible, so you can swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

MICRO MACHINES

Super Cheats

Press B, Down, C, Down, Up, Down, Left, Down while the game is paused to earn infinite lives.

Press Up, Down, A, B, Left, Right, C while paused for a faster vehicle; you'll notice a higher top speed.

Press Left, Right, Left, Right, Up, Down, START, Down while paused for a higher difficulty level.

Press Left, Down, Up, Down, Right, Down, A, Down while paused for a much higher difficulty level.

Press A, Up, B, Down, C, Left, START, Right while paused for extra traction.

Press C, Up, Left, Right, A, B, A, C while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

MIG-29

Super Password

Access to all missions, including Iron Hand and White Pegasus: WEXBIOISGIITES.


**MIGHT & MAGIC:
GATES TO ANOTHER WORLD**
Secret Cheat

Choose "View Character" from the non-combat menu. When the screen says "View Which?", press and hold Left, A and C, then release all three buttons at once. When the character menus come up, press Left repeatedly; you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily. You can earn quick experience points by accepting the knight's quest—since you'll probably have immediate access to the weapon he asks for—and you can sell the unused weapons for plenty of gold.

Free Food

Choose the "Share" option from your command menu and select "Food". After repeating this several times, your entire party's food supply will increase.

MIKE DITKA POWER FOOTBALL
Punt Trick

On offense, choose "punt" at the play selection screen; then, as your players are lining up on the field, press START and go to the "Substitutions" menu. Replace your punter with a fast player—one with a speed rating of 80 or more—and return to the game. When the ball is snapped, head for the left or right sideline and take off running. When you get 15 or 20 yards past the line of scrimmage, all of the players on the opposing team will freeze like ghostly statues—you can run all over the field and walk right through them. In a two-player game, the player who is being controlled by your opponent will be the only one who can move.

Passwords

Conference Title: Washington vs. Atlanta—tjf1L4

World Championship: Washington vs. New York—tjf1M0

Conference Title: Miami vs. Cleveland—xjP1Dm

World Championship: Miami vs. San Francisco—xjP1Ei

MLBPA SPORTSTALK BASEBALL
Easy Out

If the computer team has men on second and third or bases loaded, press the B button and throw the ball to third base, then quickly throw to first. You'll see the runners take off—but the man on second takes so long to get back to the base that you can always pick him off.

MORTAL KOMBAT
Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down
 Johnny Cage—Forward, Forward, Forward, A
 Kano—Back, Back, A
 Rayden—Forward, Back, Back, Back, A
 Sub-Zero—Forward, Down, Forward, A
 Sonya—Forward, Forward, Back, Back, START (Block)
 Scorpion—Up, Up (easier if you hold Block)

Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background; if there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage.

Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press A, B, A, C, A, B, B. You'll hear Scorpion say, "Get over here!" as the letters turn

blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing Down, Up, Left, Left, A, Right, Down. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press START; you'll get a hidden configuration menu with new options as follows:

- Fighter 1/Fighter 2—Control what characters will be seen in the "Demo" mode (see below).

- Plan Base—Fight your opponents in a predetermined order in the 1-player mode.

• Chop-Chop—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.

• 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage entirely.

• Demo—This option will show you different sequences from the game; just pick a scene and press the A button to view it.

• FLAG0/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead.

• FLAG2—Guarantees a shadow in front of the moon on the Pit stage.

• FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.

• FLAG4—Gives you Reptile hints before every battle.

• FLAG5—Gives you infinite credits.

• FLAG6—The computer does fatalities on you in one-player mode.

• FLAG7—Locks in the background at the Palace Gates stage all the way up to the endurance match.

• Blood On—Turns on the blood effects and arcade fatalities.

• Cheat On—Turn this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.

• 1st Map—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile.

MORTAL KOMBAT II
Test Modes

At the options menu, put the cursor on "DONE!" and press Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

Fertility?

At the Test Modes menu, set the Background to 6 and turn on the "Ooooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press Away, Away, Away, Block.

That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of MKII.

MORTAL KOMBAT II (32X)
Test Modes

At the options menu, put the cursor on "DONE!" and press Left, Down, Right, Right, Down, Left, Left, Left, Right, Right, Right. A new menu option called "Test Modes" will appear, giving you options similar to the Genesis cheat menus described above.

MORTAL KOMBAT 3
Play as Smoke

When the MK3 logo appears at the beginning of the game and you hear a gong, press A, B, B, A, Down, A, B, B, A, Down, Up, Up. You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.

Endurance Mode

At the main menu, highlight the words "Start Game", hold the A and C buttons and

press START. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press START to register for the battle, then use Left and Right on the D-pad to choose a fighter for each box in the line-up. Press B to choose a fighter at random for the current box, or hold Up and press START for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

Secret Cheat Menus

At the main menu, press A, C, Up, B, Up, B, A, Down. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the START button.

Also at the main menu, press B, A, Down, Left, A, Down, C, Right, Up, Down. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the START button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is C, Right, A, Left, A, Up, C, Right, A, Left, A, Up, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babblets, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the LOW KICK button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the LOW KICK button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Mataro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

MUTANT LEAGUE FOOTBALL
Passwords

Darkstar Dragons: FMK3XYS1Q

Deathskin Raiders: 1CK11111H

Icebay Bashers: 2CK11111D

Killer Konvicts: HKG11111J

Midway Monsters: 3CK11111F

Misfit Demons: JH11111G

Psycho Slashers: GMK11111D

Rad Rockers: 5CK11111M

Road Warriors: BDK11111J

Screaming Evils: KKL11111L

Sixty Whiners: CBK11111J

Slaycity Slayers: LJK11111M

Terminator Trolz: MLK11111J

Turbo Techies: NMK11111Q

Vile Vulgars: 4CK11111L

War Slammers: DCK1111129

Kill the Referee

Press A, C, C as the team lines up.

MUTANT LEAGUE HOCKEY
Password

Play as the Lizard Kings against the Mutant Monsters in the Monster Cup Championship by entering 3BL2XLBKRRSL.

Playoffs—Lizards vs. Slayers:

PBXTTYPKSQ7B

Monster Cup Championship—Trolz vs. Bots:

GVSLBN3J884XG

Monster Cup Championship—Things vs. Slammers:

BVC6CMW7DNX8F

NBA JAM TOURNAMENT EDITION
Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press C.

Billy Clinton: Enter AR, highlight K, hold START and press A.

Al Gore: Enter NE, highlight T, hold START and press B.

Dan "Weasel" Feinstein: Enter SA, highlight X, hold START and press C.

Asif "Chow-Chow" Chaudhri: Enter CA, highlight R, hold START and press C.

Tom "Scruff" Rademacher: Enter RO, highlight D, hold START and press B.

Eric "Kabuki" Kuby: Enter QB, highlight "■" (the space character), hold START and press A.

Eric "Air Dog" Samulski: Enter AI, highlight R, hold START and press A.

Warren Moon: Enter UW, highlight "■" (the space character), hold START and press A.

George "P-Funk" Clinton: Enter DI, highlight S, hold START and press C.

Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage: Press A, then press and hold A, B and Down until the tip-off.

Juice Mode*: Press A 13 times, then press and hold B and C until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the B button 14 times.

Power-Up Defense: Press A five times.

Power-Up Turbo: Press A 13 times, then press and hold A, B and C until the tip-off.

Power-Up Fire: Press B seven times, then press and hold B, C and Up until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the B button 13 times.

NBA JAM TOURNAMENT EDITION
Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press C.

Billy Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight "N", press A; highlight "Y", hold START and press C.

Hugo (team mascot): Highlight "H", press A; highlight "G", hold START and press C; highlight "O", hold START and press A.

Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "B", hold START and press C; highlight "N", press A.

Bill Clinton: Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight "S", hold START and press C; highlight "T", (the space character), press A.

Prince Charles: Highlight "R", hold START and press B; highlight "O", hold START and press C; highlight "Y", press A.

Heavy D: Highlight "H", hold START and press A; highlight "V", press A; highlight "W", hold START and press B.

Jazzy Jeff: Highlight "J", hold START and press C; highlight "A", hold START and press A; highlight "Z", hold START and press A.

Fresh Prince: Highlight "W", hold START and press C; highlight "I", hold START and press B; highlight "L", press A.

Larry Bird: Highlight "B", hold START and press A; highlight "R", hold START and press C; highlight "D", hold START and press B.

Frank Thomas: Highlight "S", hold START and press B; highlight "O", press A; highlight "X", hold START and press A.

Randall Cunningham: Highlight "P", press A; highlight "H", hold START and press A; highlight "I", hold START and press C.

Mike D: Highlight "M", hold START and press C; highlight "K", press A; highlight "D", hold START and press C.

AdRock: Highlight "A", press A; highlight "D", hold START and press C; highlight "R", hold START and press B.

MCA: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "A", press A.

Mark Turnell: Highlight "M", hold START and press A; highlight "J", press A; highlight "T", hold START and press A.

Jamie Rivett: Highlight "R", press A; highlight "B", hold START and press A; highlight "R", hold START and press C.

Sal DiVita: Highlight "S", hold START and press A; highlight "A", hold START and press A.



C; highlight "L", press A.

Shawn Liptak: Highlight "S", press A; highlight "L", hold START and press B; highlight "■" (the space character), hold START and press B.

Tony Goskie: Highlight "T", hold START and press B; highlight "W", press A; highlight "G", hold START and press A.

John Carlton: Highlight "J", hold START and press C; highlight "M", hold START and press C; highlight "C", hold START and press B.

Jay Moon: Highlight "J", press A; highlight "A", hold START and press A; highlight "Y", hold START and press B.

Kirby: Highlight "C", hold START and press B; highlight "K", press A; highlight "■" (the space character), hold START and press C.

Snake: Highlight "G", hold START and press A; highlight "O", hold START and press C; highlight "F", hold START and press B.

Falcos: Highlight "J", hold START and press A; highlight "F", press A; highlight "■" (the space character), hold START and press C.

Musket: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "M", hold START and press C.

Hill: Highlight "N", hold START and press A; highlight "D", hold START and press B; highlight "H", hold START and press A.

Chow Chow: Highlight "A", press A; highlight "M", hold START and press A; highlight "X", hold START and press C.

Weasel: Highlight "R", hold START and press B; highlight "A", hold START and press A; highlight "Y", hold START and press C.

Brutah: Highlight "L", hold START and press A; highlight "G", hold START and press B; highlight "N", press A.

Kabuki: Highlight "D", press A; highlight "A", hold START and press B; highlight "N", hold START and press A.

Facime: Highlight "X", hold START and press B; highlight "Y", hold START and press B; highlight "Z", hold START and press A.

Blaze: Highlight "B", hold START and press C; highlight "L", press A; highlight "Z", hold START and press C.

Kid Silk: Highlight "K", press A; highlight "S", hold START and press B; highlight "K", hold START and press C.

Scooter Pie: Highlight "H", hold START and press A; highlight "T", press A; highlight "P", hold START and press C.

Moosekat: Highlight "M", hold START and press B; highlight "D", hold START and press C; highlight "F", press A.

Air Dog: Highlight "A", hold START and press C; highlight "I", press A; highlight "R", hold START and press B.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: Up, Up, Down, Down, B

Quick Hands: Left, Left, Left, Left, A, Right Max. Power: Right, Right, Left, Right, B, Right

Powerup Goaltending: Right, Up, Down, Right, Down, Up

Powerup Fire: Down, Right, Right, B, A, Left

Powerup Turbo: B, B, B, A, Down, Down, Up, Left

Powerup Offense: A, B, Up, A, B, Up, Down

Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up

Powerup Dunks: Left, Right, A, B, B, A

Powerup Push: Down, Right, A, B, A, Right, Down

Push One Opponent and Both Fall: Up, Up, Up, Up, Left, Left, Left, Left, A, A

Push One Opponent and Only Teammate Falls: Up, Up, Up, Up, Left, Left, Left, A, B

Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B

High Shots: Up, Down, Up, Down, Right, Up, A, A, A, A, Down

Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, B, A

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

NBA LIVE '95

NBA Golf?

Start an exhibition game and choose teams. Go to the player selection screen and push Up on the D-pad. The words "Player 1" will change to "Start New." Press START to get to the password screen. On the password

screen type in "REFLOG." (That's GOLFER spelled backwards.) You'll get a playable demo of a golf game.

NFL SPORTSTALK '93

San Francisco 49ers Passwords

Week 2: 4W1DCBBBD

Week 3: 4W1FBBBDD

Week 4: 4W1GKBBBD

Week 5: 4W1HTBBBD

Week 6: 4W1J?CBBD

Week 7: 4W1K?CBBD

Week 8: 4W1L?FBBD

Week 9: 4W1M?KBBD

Week 10: 4W1N?TBBD

Week 11: 4W1P??BBBD

Week 12: 4W1Q??CBDD

Week 13: 4W1R??FBD

Week 14: 4W1S??KBDD

Week 15: 4W1T??TBDD

Week 16: 4W1V??FDD

First Round Playoffs: 4W1V??BBBD

NFC Championship: 4W1X??FDD

Super Bowl: 4W1Y??KDD

NHL '95

30-Second Periods

When the Controller Configuration screen comes up, hold A, C and START, then release. The Scouting Report screen will come up, so press and hold A, C and START again. On the next screen, choose Abort Game. This will bring you back to the main menu. The Period Length will now say 30 seconds.

NHL HOCKEY

Skate Through the Crowd

Start a two-player "teammates" game with penalties turned on. If your player is called by the referee as a fight instigator after a fight, steer away from the penalty box and start bumping into the boards; you should be able to skate up and into the audience.

OUTLANDER

Level Passwords

Level 1: FYB01QZQ24Q00

Level 2: 89D020JCY8CZ8

Level 3: P69HOSK7YCKX

Level 4: TZZY2159Q9YK80

OUTRUN

Cheat Menu

At the first title screen, press START, then press the A button 11 times, press B three times and press C eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode number works as follows:

Mode 1: You can drive through your opponents' cars without collisions.

Mode 2: You can drive even after the timer runs out.

Mode 3: Combines the effects of Modes 1 and 2.

Mode 4: The programmers' debugging codes appear on the screen.

Mode 5: Combines the effects of Modes 1 and 4.

Mode 6: Combines the effects of Modes 2 and 4.

Mode 7: Combines the effects of Modes 1, 2 and 4.

Mode 8: ???

Mode 9: Combines the effects of Modes 1 and 8.

Mode 10: Combines the effects of Modes 2 and 8.

Mode 11: Combines the effects of Modes 1, 2 and 8.

Mode 12: Combines the effects of Modes 4 and 8.

Mode 13: Combines the effects of Modes 1, 4 and 8.

Mode 14: Combines the effects of Modes 2, 4 and 8.

Mode 15: Combines the effects of Modes 1, 2, 4 and 8.

OUTRUN 2019

Music Select

Hold the C button and press START at the "Stage Select" screen. This brings up a music menu with six techno tunes to choose from.

PAC-MAN 2: THE NEW ADVENTURES

Original Pac-Man and Pac Jr.

Enter the code PCMNORG at the password screen to play the original Pac-Man.

Enter the code PCJRDPW at the password screen to play Pac Jr.

Sound Test

Enter SO*NDTP.

Pattern Test

Enter P*TTRN.

Time Trial

Enter TR**LMP for the Time Trial.

(Note: * represents the Pac-Man symbol.)

PETE SAMPRAS TENNIS

New Options

Choose World Tour and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEP-PELIN," then choose "End." Now the Game Options menu has two new menu options: "Crazy" and "Huge Tour."

PGA TOUR GOLF II

Never Drop a Shot

When you've got a birdie or better, save the game up to that point. If you drop a shot at the next hole, you can restart from the last hole and still have the shot.

PHELIOS

Nine Continues

Get to the Chapter 1 screen, then press C, A, B, A, C, B, A.

THE PIRATES OF DARK WATER

Stage Passwords

Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passcodes:

ITBDIA—Port of Citadel

NCOOKIE—Citadel to Port

RITAZIM—Port to Citadel

JESSICA—Citadel to Mountains

ALEXISK—Port to Mountains

SCOODYD—Mountains to Janda

STOYODA—Andorus to Bridge

TADSHIM—Bridge to Andorus (full sword)

ALARTUS—Andorus to Maelstrom

DARRIM—Bridge to Maelstrom (full sword)

MALCOLM—Maelstrom to Caverns (full sword)

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Top-Secret Cheats

Hold A and C on Controller 1 and B on Controller 2, then turn the Genesis on. Start the game, then press START to pause. Press A on Controller 1 to refill your health meter, B on Controller 1 to become invincible or C on Controller 1 to bring up a stage-select menu.

PITFALL: THE MAYAN ADVENTURE

Stage Select

At the title screen press B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press Up or Down on the D-Pad to switch levels. Start the game.

Nine Lives

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

99 Weapons Power-Up

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

Go to the ABC Simon Game

At the title screen, press B, A, Down, C, Right, A, B (BAD CRAB).

Direct to 2600 Pitfall!

At the title screen, press Down, then press A 26 times and press Down again.

PITFALL: THE MAYAN ADVENTURE (32X)

Each of the following cheats must be entered at the title screen, after the flying boomerang appears.

Warp to 2600 Pitfall!—Down, A 26 times, Down.

Warp to Simon Game—B, A, Down, C, Right, A, B.

Stage Select—C, A, C, A, Down, Up, Down, Left, Down, Up, Up.

Infinite Continues—C, C, C, C, Left, A, Down, Up, Down.

Full Weapons—A, B, Up, C, A, C, A.

Nine Lives—Right, A, Down, B, Right, A, B, Up, Down.

Super Speed—B, A, Right, C, Right, Up, Down.

See Credits—C, Right, Down, C, Right, Down.

Down, C, Right, Down.

At the title screen, hold Up+A+C and press START. Now you can choose the secret bike,

POWER MONGER

Conquest Password

Select the "Restore Conquest" option and enter the password 2MNOA2WSD. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

RADICAL REX

Stage Select

At the Title Screen, enter A, C, Down, Right, Up, B on Controller 2.

RBI '94

Tengen Team

Enter THECHALLENGE at the password menu to play against the people who designed the game. If you beat the Tengen team, you'll play against the Dream Team.

RED ZONE

Mission Passwords

Mission 1: ACCBCBABBAB

Mission 2: ABACBCBCABA

Mission 3: ACCBCBACBCA

Mission 4: ABACBCBCACC

Mission 5: BAAABBCCBBC

Mission 6: ABABCBAACBCA

Mission 7: BAAABCAACAC

Mission 8: BAAABCACBC

Secret Asteroids Game

Enter the password ABCACACBCAC. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

RINGS OF POWER

Nude Code

Hold A, B, C, START, and point the D-pad into the Down/Right position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

RISTAR

Cheat Passwords

Enter the following passwords for different effects:

MUSEUM—Boss Rush Mode
DOFEEL—Practice Bonus Rounds
ILOVEU—Stage Select
SUPER—“Super” difficulty level appears at the option screen
MAGURO—Adds a freaky new option to the sound test menu
XXXXXX—Cancel all passwords

ROAD RASH II

First Place Passwords

Level One

00D8 110N: ALASKA / \$2,000

00DH 101B: HAWAII / \$3,000

035P 1130: TENNESSEE / \$4,000

02J0 117G: ARIZONA / \$5,000

02U9 10F5: VERMONT / \$6,000

Level Two

05BH Q10S: ALASKA / \$3,250

038B 1M1V: HAWAII / \$5,250

041Q AN33: TENNESSEE / \$7,250

05RB 2N73: ARIZONA / \$9,250

06IR QMF: VERMONT / \$11,250

Level Three

08DA 3N0P: ALASKA / \$4,500

0AUB 3M1D: HAWAII / \$8,500

06A4 3C30: TENNESSEE / \$12,500

0874 RD7M: ARIZONA / \$16,500

0DE5 RC8F: VERMONT / \$20,500

Level Four

0G04 KOK: ALASKA / \$11,500

09ET C198: HAWAII / \$17,500

0DQD 493Z: TENNESSEE / \$23,500

0J4T 497E: ARIZONA / \$29,500

0NGD 49FE: VERMONT / \$35,500

Level Five

0QQT 590V: ALASKA / \$18,500

0FLG 5113: HAWAII / \$28,500

0M44 5J3L: TENNESSEE / \$38,500

01UK 5170: ARIZONA / \$48,500

25US 5JFD: VERMONT / \$58,500

Secret Bike

At the title screen, hold Up+A+C and press START. Now you can choose the secret bike,

the Wild Thing 2000.

Start with any Bike

Choose a two-player head-to-head game and a bike from the shop. Go back to Game Select and choose the two-player "Take Turns" mode. Then pick a one-player game and hit START. Now you can choose any bike from the shop.

ROBOCOP VS. THE TERMINATOR

MA-17 Code

Press C, B, A, B, B, A, B, B, C, B, C, B, B, C, B, A, C, C, A, A, B, B, A, C, A while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.

54 Lives

Press C, C, A, A, B, B, C, C, A, A, B, B while the game is paused. You'll find a secret level and earn 54 lives.

Weapons Select

Press B, A, C, C, C, A, B, B, A, C, C, C, A, B while paused. Next, start the game again and hold Down+A+B+C to choose different weapons.

"TurboCop" Mode

Press A, B, C, C, B, A, C, B, A, C, B, A, A, C, A, C, B, A, C, A, C, A, B, C, B while paused. Now you can do mega-jumps and rip through the levels as "TurboCop."

Immortality Level

Once you've entered the "TurboCop" code, start the "Trainer" level and move RoboCop all the way to the left. Hold Up and press C to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

Drop Through the Floor

Pause the game and press A, B, C, C, B, A. Hold Down on the D-pad and press C to drop down to the next level.

SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephis, 2=Sett, 3=Nezu, 4=Koari, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotsu, 11=Rajah, 12=Shaq. Then while still at the Options screen, quickly press Up, Down, B, Left, Right, B. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Blood Code

At the Options screen, quickly press A, B, C, C, B, A. The screen will flash; now there's blood in the game.

SHINING FORCE II

Configuration Mode

As the Sega logo starts to appear, quickly press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold the START button and press A, B or C. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold START and press A, B or C to get four new configuration options:

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once.

SHINOBI III: RETURN OF THE NINJA MASTER

Infinite Shuriken

Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shurikin" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol.

Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the

tune called "HE RUNS" and press B to listen to it, then play "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed B at each song and played them in the correct order, you should have heard a brief tone when you hit B at the last tune; the invincibility code is in place.

SKITCHIN'

Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

SONIC THE HEDGEHOG

Stage Select

At the title screen, press Up, Down, Left, Right. You'll hear a chime. Now hold the A button and press START to get the stage-select menu.

Suicidal Demo

At the gameplay demo, press and hold A, B and C. Sonic will run into things and die.

1-Up Loop

In Level 1-2, get the 1-Up on top of the loop-de-loop, then get the invincible stars and jump over the lamp post. For an additional 1-Up, collect over 100 rings; then throw yourself onto the spikes and repeat until you have lots of lives.

SONIC THE HEDGEHOG 2

Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, Hold A and press START at the title screen.

Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

SONIC THE HEDGEHOG 3

Sound Test, Debug, Slo-Mo, Shaded Sonic

To access Sonic's stage select, punch in the code Up, Up, Down, Down, Up, Up, Up when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.

To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working Sonic 3 levels at the stage-select menu, hold the A button and press START. While you're in the game, use the B button to access the Debug feature. Hit A to scroll through all of the Debug items and C to place them.

SONIC & KNUCKLES

Secret Bonus Levels

Plug any Genesis cartridge into the top of Sonic & Knuckles. If the screen says "No Way! No Way?", press A+B+C to access randomly-generated sphere bonus levels.

SPACE HARRIER (32X)

Arcade Mode

When the Sega logo appears, hold A+C and hit START on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start." Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

SPIDER-MAN (VS. THE KINGPIN)

Cheat Code

At the options screen, put Spidey next to the "Level" option, press and hold START on

Controller 2, then press and hold A, B and C on Controller 1. While holding those buttons down, point the D-pad on Controller 1 Up, then diagonally in the Up/Right position. You'll see three exclamation points next to the difficulty level. Now start the game; when you want to cheat, press START to pause, then press A to refill your web fluid, B to refill your health meter, C for five seconds of invincibility or A+B+C to warp to the end of the current stage.

SPIDER-MAN: WEB OF FIRE (32X)

Cheat Mode

Note: You must have a six-button controller to use these cheats. While the Sega logo is on the screen, press Up, Right, Left, A, Z, Y. You'll hear the sound of breaking glass to confirm the code. Now you can access a stage-select/sound test menu at any time by pressing the X button. Press Y during gameplay to freeze the screen and see the programmers' debugging coordinates, or press Z during the game to max out your energy, web fluid, lives and Daredevil symbols.

STAR WARS ARCADE (32X)

Suspend Time

Pause the game and press Down, B, B, Up, Right, Left.

Reset Timer

Pause the game and press Left, Down, A, C, Down, Up.

Sound Test

Pause the game and press Up, Right, Left, A, Down, C.

Note: You can't do these cheats without a six-button controller because, in three-button mode, the game has no pause feature.

STEEL EMPIRE

Stage Select

Go to the Options menu and highlight "Sound Test." Press A to listen to the sounds in this order: Sound 1, Sound 1, Sound 9, Sound 2. A round select option will appear at the bottom of the screen.

100 Ships

Go to the Options menu and set up the options as follows: Difficulty—Hard, Ships—2, Continues—1. Now move to the Sound Test, select Sound 65 and press A. You won't hear any sound, but when you start the game you'll have 99 ships in reserve.

Weapon Power-Up

Set up the options as follows: Difficulty—Hard, Ships—3, Continues—2. Now move to the Sound Test, select Sound 77 and press A. You won't hear any sound, but when you start the game you can gain Level 20 firepower by pressing B on Controller 2 while the game is in progress.

99 Bombs

At the ship select screen—the one that lets you choose between the biplane and the zeppelin—press C, A, C, A, START, B on Controller 2. Now you'll start the game with 99 bombs in reserve.

STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats

SIX-BUTTON CODE: Down, Z, Up, X, A, Y, B, C

THREE-BUTTON CODE: Down, C, Up, A, A, B, C

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen (on Controller 2) to allow both players to choose the same character in Battle Mode.

STREETS OF RAGE 2

Play Same Character

At the title screen, press and hold Right and B on Controller 1, press and hold Left and A on Controller 2, then continue to hold those buttons while you press C on Controller 2. Choose the "2 Players" game and you'll find that both players can pick the same character.

SUNSET RIDERS

99 Continues

Choose "OPTIONS" from the title screen and set the "SOUND" to "0E", then press A to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick

a character and press A; then, when your character looks up, quickly press the A, B and C buttons at the same time and release them. You'll start the game with 99 credits in reserve.

SUPER VOLLEYBALL

Passwords

The following codes are for the U.S.A. team and will lead you to the championship match against Russia.

China: HLXLKA

Japan: RLVLK

Italy: RMXRUA

France: RUFOR

Holland: RSAAV

Brazil: RQVA2

Russia: RP.VE

SYLVESTER AND TWEETY IN CAGEY CAPERS

Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press START during the game.

- Extra Time—Press START to pause, then press Up, A, B, C, A, Up, C, C, C, Up. The clock will be reset to zero.

- Extra Energy—Press START to pause, then press A, A, B, B, A, B, C. Sylvester's health will be restored.

- Extra Points—Press START to pause, then press C, C, C, B, C, A, C, B, A to increase your score by 10,000.

- Extra Continues—Press START to pause, then press Right, Left, A, B, Up, C, A, B, B, C to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.

- Invincibility—Press START to pause, then press B, B, Up, A, Left, Right, Down, Right, B, B, C for temporary invincibility.

- Skip Train Level—in the game's third level, "Mayhem Express," you can pause the game and press C, C, B, C, A, B, C, A, B, C, Down and unpause to skip to the next stage.

- See End Credits—to skip to the end of the game and see the credits, press START to pause and press Down, Right, A, B, B, C, C, B, A, A.

T2: THE ARCADE GAME

Level Select

At the title screen, press Up, Down, Left, Right, Up, Down, Left, and Right. You'll hear "excellent." When you start to play, press START to pause the game, then simultaneously press B and C to skip that stage.

Unlimited Firepower

Use a rapid-fire controller to fire the gun and you'll have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

TAZ IN ESCAPE FROM MARS

Cheat Menu

When the Sega logo appears, press and hold A+B on Controller 1 and B+C on Controller 2. When the game starts, press START to pause. Hit any button and the cheat menu will appear.

TAZ-MANIA

Super Cheats

At the title screen, hold A, B and C on both controllers while pressing START on controller one. You should hear a chime. Next, start the game. Press A while the game is paused, and your health meter will be refilled when you unpause. Pressing B while the game is paused gives you partial invincibility. Press C while paused to see the number of the current stage, which can be changed by pressing Left or Right on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the START button.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you

have to be in close.
 Leonardo: $\leftrightarrow \downarrow \downarrow +C$
 Michelangelo: $\rightarrow \downarrow \downarrow +C$
 Donatello: $\leftarrow \downarrow \downarrow +C$
 Raphael: $\downarrow \downarrow \downarrow +C$
 Casey Jones: $\rightarrow \leftarrow \downarrow +C$ (in close)
 Ray Fillet: $\leftarrow \downarrow \downarrow \downarrow +C$
 April O'Neil: $\leftarrow \downarrow \downarrow \downarrow +C$ (in close)
 Siyphus: $\leftarrow \downarrow \downarrow \downarrow +C$

THUNDER FORCE III**All Weapons**

During play, press **START** to pause, then press **Up** ten times, **B** once, **D** twice and finally, press **B** once. This sequence will give you all the weapons. Press **A** for the claw, and then **START** to unpause the game.

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE**Passwords**

Level 5: MMBK DLLL DLBG LLLD LDGT
 Level 6: HUBB DDDD DBBK DLLL LDTN
 Level 7: UBBB DDLL LDBB LLLL LDQQ
 Level 8: YBBB MDLL LLBB DLLL LDMM
 Level 10: ZBBB TLGD LDBB TLDL LLNG
 Level 11: PBBB TKLD DLBB TGDL DLNV
 Level 12: YBBB TZDD DLBB TKDD LDNT
 Level 13: QHBB TZGL LLBB TZDL LDZM
 Level 14: MHBB TZKD LDBB TZGD LLTM
 Level 16: ZBBB TZBG DBBB TZBD DLRR
 Level 17: PRBB TZBK DLBB TZBG DRZ
 Level 18: YRBB TZBB DLBB TZBK LLRG
 Level 19: RZBB TZBQ DLBB TZBB DLRX
 Level 20: ZHBB TZBQ GDBB TZBW DLHY
 Level 21: VNBB TZBQ KLBB TZBQ GLJY
 Level 22: KJBB TZBW LZBB TZBW KLMN
 Level 23: XJBB TZBW ZGBB TZBW LZLT
 Level 24: JJBB TZBW ZGBB TZBW LZTB

TOMMY LASORDA BASEBALL**Erase Third Strike**

If you strike out, quickly pause the game before the pitcher gets the ball back from the catcher; you may have to press **START** several times before you get it to register. Now press **C** to restart the game, and you'll see that the same batter is still at the plate with just two strikes, as if the strikeout had never happened.

TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

Director's Cut

Enter the password RUBE. Start the game. Fighter 2 is headless and bleeding.

Stealth Mode

Enter the password FQSTER. Start the game. Fighter 2 is the Noob Saibot of Toughman Boxing.

To the Death Mode

Enter the password 2LT. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

Caffeinated Mode

Enter the password HYPER. The game is played at double speed.

Iron Man Mode

Enter the password MAXX. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

All The Moves

Enter the password MRBUCKEYE. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

Little Napoleon

Enter the password WEASEL. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

Whoop Ass Mode

Enter the password SUPERG. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

Nuclear Waste Man

Enter the password NUCLEAR. Start the game. Your opponent is glowing with nuclear waste.

TOY STORY**Invincibility**

Complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the

toybox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold **Down** on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are invincible for the rest of the game.

Stage Skip

At the start of the game, wait for the Toy Story title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS START" are flashing, then spell the word "abracadabra" on the control pad by pressing **A, B, Right, A, C, A, Down, A, B, Right, A**. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit **START** and press **A** while the game is paused to warp immediately to the end.

TYRANTS**Hidden Sinistar Game!**

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

URBAN STRIKE**Passwords**

Baja Oil Rigs: CNHLGRB4NBF
 Inside Main Oil Rig: ZLGBWD3PFZD
 Mexico: BWDR6MJYNN
 San Francisco: NDR63P7VZLT
 Alcatraz: H63PMJ74SYL
 New York: LPMJ7VSFZR
 Las Vegas: GJ7VT4FKYNM
 Casino: BVT4SYCZLT
 Vegas Underground: WR63PMT4SYL
Special Passwords

To begin the game with 10 lives and no co-pilots missing, enter the password YCZ9NLGBT7. To begin the game in Mexico with 16 lives, enter the password 9G6T9B8653V.

VALIS**Sound Test**

At the title screen, simultaneously press and hold **A, B** and **C**, then press **START**. When the music selection screen appears, use any button to change the music.

VALIS 3**View Cinema Displays**

At the title screen, hold **A, C, Up** and **Left**, then press **START**.

Stage Select

At the title screen, hold **Up, A, B** and **C**, then press and hold **START**. When a black screen appears, release the buttons and the stage select menu will show up.

VECTORMAN**Hidden Game + Level Warps**

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times.

You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

Blow Up Segas

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpause. Try the following codes while the game is paused for different effects:

ABRACADABRA (**A, B, Right, A, C, A, Down, A, B, Right, A**)—Refill your energy counter

GENESIS**at any time.**

BALL or BALD (**B, A, Left, Left or B, A, Left, Down**)—See the programmers' debugging coordinates.

ABACABB (**A, B, A, C, A, B, B**)—Five dots will appear around Vectorman and follow him wherever he goes.

DRACULA (**Down, Right, A, C, Up, Left, A**)—When you get hit, the game will slow down to help you to recover safely.

CALL A CAB (**C, A, Left, Left, A, C, A, B**)—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the CALL A CAB code again.

Super Cheat Menu

At the Options menu, press **A, B, B, A, A, Down, A, B, B, A**. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

VIRTUA RACING**Backwards Tracks**

Hold **A, B, and Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

WIZ 'N' LIZ**Cheat Passwords**

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password TCDT GBBS. Other interesting passwords include BBBB BBBB, TTTT TTTT, CBSS LGQD and MOHS PKDN. The password MGTP GLLS will take you to the last round of the final level.

Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

New Difficulty Level

When the Sega logo comes up on the screen, hold the **A, B** and **C** buttons down and press the **START** button twice. You'll hear a voice shout "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

WOLVERINE: ADAMANTIUM RAGE**Passwords**

Level 2: MARIKO
 Level 3: SILVER FOX
 Level 4: DEPARTMENT H
 Level 5: MADRIPOR
 Level 6: ASANO
 Level 7: THE HUDSONS

WWF RAW (32X)**Secret Character**

While the character-select menu is on the screen, press and hold **Down** on the D-pad, then press the **A** and **B** buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon; it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo.

XBAND GAME MODEM**Hidden Maze Game**

Press **Up, Up, Down** when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press **Down, Down, Left, Left, Right, Right** at the main XBand menu (Challenge/Player List/Mailbox etc.)

Change Text

To change the way the text moves on XBand menus, enter one of the following codes at the player-select screen:

Expand and contract—Up, Down, Up, Up, Down, Left, Up

Earthquake effect—Right, Left, Right, Right, Up, Right, Left

Restore default "wave" motion—Left, Right, Left, Left, Up, Left, Right

Sound Test

Press **Up, Up, Up, Left, Right, Left, Right, Up** at the main XBand menu.

Hidden "Fish Pong" Game

Press **Up, Up, Up, Right, B** at the main XBand menu.

X-MEN**Stage Select and Other Cheats**

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A, C, and Down** on the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

Mojo's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

X-MEN 2: CLONE WARS**99 Lives**

During the game, press **START** to pause. Then press **Down+C, Up, Left, Up, Right, Right, C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

Level Skip

Pause the game and press **Left + C**. Then press **Up, Up, Left, Down, Down, Right, C**. Then simultaneously press **Right and C**.

New Character

Enter the Level Skip code (above). Pause the game, then simultaneously press **Right and C**. Pause the game and simultaneously press **Left and C**.

Invincibility

Pause the game. Simultaneously press **Up and B**. Press **Up, Right, Down, Up, Right, Down, Down, Up, B**. Unpause the game and pause it again. Simultaneously press **Up and B**.

ZOOL

Note: Each of the following cheats should be done during the game by pressing the **START** button to pause, then continue to hold **START** while pressing the rest of the buttons on the code.

One Extra Life

Hold **START**, then press **Down, Up, Left, A, Right, Down**. Repeat the code whenever necessary.

Level Select

Hold **START**, then press **C, Right, A, B, B, A, Left, Left, A, Down**. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press **Up** or **Down** to change the World and **Left** or **Right** to change the Level. When you're ready to warp, hold **A, B and C**. You'll return to the title screen where you'll start at level you chose.

**AGILE WARRIOR F-111X***Invincibility*

Pause the game and press Left, \triangle , Up, \triangle , \triangle , Right, \circ , Down, \times , \triangle , \triangle .

Maximum Fuel and Armor

Pause the game and press Left, \triangle , Up, \triangle , \triangle , Right, \circ , Down, \times , \triangle , \triangle , \circ .

All Weapons=999

Pause the game and press Left, \triangle , Up, \triangle , \triangle , Right, \circ , Down, \times , R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, L2, L2, L2.

Toggle Minimum Speed

Pause the game and press Left, \triangle , Up, \triangle , \triangle , Right, \circ , Down, \times , \triangle , \triangle , \times . Now your minimum speed is zero; hold L1 to hover.

Hidden Camera Angles

Pause the game and press Left, \triangle , Up, \triangle , \triangle , Right, \circ , Down, \times , Up, Down, Left, Right. Enter this code repeatedly for new views.

Mission Complete

Pause the game and press Left, \triangle , Up, \triangle , \triangle , Right, \circ , Down, \times , \triangle , \triangle , Down, Down, Down.

Dancer's Cheat

If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press Left, \triangle , Up, \triangle , \triangle , Right, \circ , Down, \times , Down, \times , Down, \times . Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.

Play Your Own CD

During the game, press the **OPEN** button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the L and R buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu.

AIR COMBAT*Secret Loading Screen*

Hold the R1 and \circ buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bounding around.

Hidden Game

When the secret CD loading menu appears as described above, quickly press Up, Left, Down, Right. A tiny picture of a Fygar—the dragon character from Namco's classic *Dig Dug* arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the Air Combat bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the L2 and R2 (or Left and \circ) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the R1 button to toggle between three different control configurations. Get a score of 4.60 or higher and you'll get something...but we're not sure what.

999,999,000 Credits

At the secret CD loading menu, quickly press Down, \triangle , \triangle , \triangle , \triangle , \triangle , \triangle , then press \circ + \triangle simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from

Dig Dug appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,000 credits which you can use to buy any ship or wingman available.

Different-Colored Ships (1P Mode)

At the CD loading menu, press Up, Down, Left, Right, Up, Down, Left, Right, R1—continue to hold the R1 button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors.

Different-Colored Ships (2P Mode)

At the CD loading menu, quickly press Left, Right, Left, Right, Down, Up, Down, Up, \triangle , \triangle , \triangle , \triangle —continue to hold the \triangle button until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the fighters has an alternate-color version available, effectively doubling the number of vehicles to choose from.

Extra Wingmen

At the CD loading menu, hold the R1 button and press **START** 10 times (continue to hold **START** after the tenth press). This code is tougher to do than the others, but when you get it to work, you'll find more variety in your available wingmen.

ALIEN TRILOGY*Level Skip*

Go to the password screen and enter the password "GOLVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "GOLVL34".) Highlight "Accept" and press the \times button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "GOLVL35", you'll see the end of the game.

Power Passwords

The following passwords will take you to any level *plus* you'll start with maximum weapons and health.

Level 2: Outer Complex

RGBBBBNF7BB94BD

CLBTBLMCGB494BM

Level 3: Ammunition Dump

TQBBBNNJ3BB94BJ

CLBTBLMCGCM94BM

Level 4: Recreation Rooms

4VBBBNW3BB94BQ

CLBTBLMCGC494BM

Level 5: Med Lab

97JBLBZWB94BX

QVBTBLMCGDM94BM

Level 6: Ammunition Dump 2

7BBBLBZWLBB94BX

QVBTBLMCGD494BM

Level 7: Garage

7BBBLBZWBZB94BZ

QVBTBLMCGFM94BM

Level 8: Ammunition Dump 3

BZBLBBLZZB94B9

QVBTBLMCGF494BM

Level 9: Atmosphere Processor

DBB1LBZ1VBB94CB

QVBTBLMCGGM94BM

Level 10: Security Catwalks

4B8BBBN4LBB9WVN

QVBTBLMCGG494BM

Level 11: Atmosphere Basement

47BQVBNB2BB94BN

QVBTBLMCGH94BM

Level 12: Queen's Lair

5GBQVBN3BB94B9

QVBTBLMCGH94BM

Level 13: Living Quarters

QVBBBNB8VBBZHBG

QVBTBLMCGJH94BM

Level 14: Canteen

77BQVBNZ7BB94B9

QVBTBLMCGJ094BM

Level 15: Meeting Tower

9GBQVBN9VBB94CB

QVBTBLMCGK94BM

Level 16: Leadworks

?BBQVBN?VBB94CB

QVBTBLMCGK494BM

Level 17: Tunnels and Ducts 1

BVB7VFGSBB94CQ

QVBTBLMCGM94BM

Level 18: Mining and Smelting

CQB7VFBGTLBB94CS

QVBTBLMCGL494BM

Level 19: Furnace Controls

C7B7VFBGVB94CZ

QVBTBLMCGMM94BM

Level 20: Tunnels and Ducts 2

DLB7VFBGXBB94C7

QVBTBLMCGM94BM

Level 21: Lead Mould

FLB7VFBGVB94C9

QVBTBLMCGNM94BM

Level 22: Queen's Lair

KGB7VFBGTTBB94DB

QVBTBLMCGN94BM

Level 23: Tunnels

LBB7VFBGVB3BB94DB

QVBTBLMCGPH94BM

Level 24: Pilot's Chambers 1

WQB7VFBGSLBB94D

QVBTBLMCGP94BM

Level 25: Canyons and Catacombs

XZB7VFBGFB94DB

QVBTBLMCGQM94BM

Level 26: Pilot's Chambers 2

XZB7VFBG63BB94DB

QVBTBLMCGQ94BM

Level 27: Secrets

Y7B7VFBGHGB94DB

QVBTBLMCGH94BM

Level 28: Inorganics 1

13B7VFBGZBB94DG

QVBTBLMCGR94BM

Level 29: Pilot's Chambers 3

SVBQVFBG93BB91V5

QVBTBLMCGTH94BM

Level 30: Drolights

4ZB7VFBGHB94DX

QVBTBLMCGS94BM

Level 31: Inorganics 2

6GBQVFBG93BB91V5

QVBTBLMCGH94BM

Level 32: Pilot's Chambers 4

6ZB7VFBGMLBB94D

QVBTBLMCGT94BM

Level 33: Egg Chambers

6ZB7VFBGWB94D9

QVBTBLMCGVM94BM

Level 34: Pilot's Chambers 5

9B7B7VFBGZBB94FB

QVBTBLMCGV94BM

Level 35: Queen's Lair

97B7VFBG0BB94FB

QVBTBLMCGWM94BM

End Cinema

?GB7VFBGRVBB94FB

QVBTBLMCGW94BM

ASSAULT RIGS*Access All Weapons*

During the game, quickly press Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Down.

A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo.

Invincibility

Also during the game, quickly press Left, \times , Left, \times , Left, \times , Right, \times , Right, \times , \times . A message will appear on the screen that says, "Invincible! Yes indeed!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

Level Codes

1. Welcome— $\circ\circ\circ\circ\circ\circ$

2. Next Gen— $\times\triangle$

3. This Way— $\triangle\circ\circ\triangle$

4. JoyJoy— $\triangle\triangle\circ\triangle$

5. Noddy— $\triangle\triangle\triangle\times\triangle$

6. Wastelands— $\triangle\circ\circ\times$

7. Vertigo— $\times\triangle$

8. Gem Tower— $\triangle\times\triangle$

9. Bridge— $\triangle\times\triangle\times$

10. Obliterate— $\triangle\triangle\circ\times$

11. Arena— $\triangle\times\triangle\times$

12. PBM— $\circ\triangle\triangle\triangle$

13. Ramps— $\circ\triangle\times$

14. Oasis— $\triangle\circ\times\times$

15. Halls— $\circ\times\triangle\triangle\triangle$

16. Coaster— $\circ\circ\circ\circ$

17. Mine— $\triangle\triangle\triangle\triangle\triangle$

18. Look-Up— $\circ\times\triangle$

19. Deadline— $\times\times\times\triangle\circ$

20. Fort— $\times\triangle\triangle$

21. Stairway— $\triangle\triangle\triangle$

22. Park A Lot— $\circ\triangle\triangle$

23. ZamCam— $\circ\times\times\times\triangle$

24. Shootme— $\triangle\triangle\triangle$

25. Wild— $\triangle\circ\triangle\triangle\triangle$

26. Oil Rig— $\circ\circ\times\times\times$

27. Rightway— $\times\circ\triangle$

28. Waste2— \circ

29. Dodge— $\triangle\circ\circ\circ\circ$

30. Air— $\circ\circ\circ\times$

31. Jump— $\circ\times\triangle\triangle$

32. Room 101— $\triangle\circ\times\times$

33. Firepower— $\times\times\triangle\times\times$

34. Wave— $\times\circ\circ\circ$

35. Push Off— $\circ\triangle\triangle\times\triangle$

36. Perimeter— $\times\triangle\triangle\times\times$

37. Spiral— $\times\triangle\triangle\times\triangle$

38. Bounce— $\circ\triangle\triangle\triangle\triangle$

39. The Castle— $\triangle\triangle\times\times$

40. Fortress— $\times\triangle\times\times$

41. Lifts Ahoy— $\triangle\triangle\circ\triangle$

42. Push Me— $\circ\triangle\triangle\triangle$

BASES LOADED '96: DOUBLE HEADER*Automatic Home Runs*

During a game of *Double Header*, press the **START** button to pause, then grab Controller 2 and press \triangle , \times , \circ , \circ , \circ . You'll hear a piano sound. Next, press the L1 button (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt. To disable this cheat, simply enter the code again; when you press L1, you'll hear the word, "Safe!"

Skip Innings

To advance through a game quicker, press the **START** button to pause, then press \triangle , \times , \circ , \circ , \circ on Controller 2. You'll hear a piano sound. Next, press the **X** button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen. Press **X** on Controller 2 to change the inning number, then press **START** to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

Computer Control

To give the computer control over your team, pause the game and press \triangle , \times , \circ , \circ , \circ on Controller 2. After you hear the piano sound, press the **L2** button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.

BATTLE ARENA TOSHINDEN*Boss Codes**To play as Gaia:*

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press $\downarrow\leftarrow\uparrow\rightarrow$ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold **Up** on the D-pad and press any action button.

To play as Sho:

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press $\rightarrow\leftarrow\uparrow\rightarrow$ on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold **Down** on the D-pad and press any action button.

To choose the alternate-color version of Gaia or Sho, press **SELECT** before you hold the appropriate direction on the D-pad as described while choosing each character.

Easy Desperation Moves

Visit the option menu and configure your



PlayStation tips

them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

LOADED

All the Cheats

At any time during the game, press the **START** button to pause. When the pause menu appears, hold the **L1** and **L2** buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheat options to the pause menu:

AMMO: Down, Right, **O**, Left, Right, **O**. Select this option to boost your ammo.

HEALTH: Right, Right, Left, Down, Down, Up, **△**, **O**. Use this option to refill your energy meter.

POWER: Right, Down, Right, **△**. This option will power-up your weapon.

LIVES: Left, Down, Right, **△**, **□**, **X**, **O**. This option gives you one extra life each time you press the button.

SMART: R1, R2, **△**, **□**, **O**, R1, R2, **O**, **□**. Get one extra smart bomb each time you press the button with this option highlighted.

SKIP LEVEL: **X**, **R1**, **△**, **R1**, **□**, **O**, **R2**, **R2**, **△**, **□**, **X**. Use this option to skip the current level and start on the next stage.

MORTAL KOMBAT 3

Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, **△** six times, **×** six times and **O** nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode

During the opening demo, quickly press **X**, **O**, **△**, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round. If you're having trouble remembering this code, here's a simpler version: During the opening demo, press **X**, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

NBA JAM T.E.

Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the **SELECT** button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra

players as you toggle through the line-ups with the **SELECT** button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.

Power-Up Codes

Just like all of the other versions of *NBA JAM*, the *PlayStation Tournament Edition* offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

Display Shot Percentage: **↑** **↓** **↓** **△**

Powerup Dunks: **←** **→** **○** **○** **×**

Powerup Defense: **↑** **↓** **↓** **↑** **↑**

Powerup 3-Pointers: **↑** **↓** **←** **→** **↓** **↑**

Powerup Fire: **↓** **→** **○** **△** **←**

Quick Hands: **←** **←** **←** **○** **→**

Max Power: **→** **↓** **→** **×** **→**

High Shots: **↑** **↓** **↓** **↑** **↑** **○** **○** **○** **○** **↓**

Push one opponent and both fall: **↑** **↑** **↑**

↑ **←** **←** **←** **←** **○** **○**

Push one opponent and only his teammate falls: **↑** **↑** **↑** **↑** **←** **←** **←** **←** **○** **○**

Baby Mode: **○** **○** **○** **○** **○**

Huge Mode: **△** **△** **△** **△** **△** **△** **△** **△** **△** **△** **△** **△**

Big Head: **△** **△** **○** **○** **○** **○** **○**

Mammoth Head: **○** **○** **○** **○** **○** **○** **○** **○** **○** **○** **○** **○**

○ **○** **○** **○** **○** **○**

NBA SHOOT OUT

All-Star Weekend

Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press **R1**, **L1**, **R1**, **L1**, **R2**, **L2**, **R2**, **L2**. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press **R1**, **R1**, **R2**, **R2**, **L1**, **L1**, **L2** at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.

Sneak Peek

If you want to get a better look at the cheerleaders who appear during halftime, just hold the **L1**, **L2**, **R1** and **R2** buttons. The distracting game statistics will disappear.

THE NEED FOR SPEED

Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press **START**. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

Rally Tracks

With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold **L1+R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1+R1**; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu

and highlight the "Segment View" (or lap-select) box. Hold **L1+R1** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

NFL GAMEDAY

Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the **SELECT** button to access the memory card screen. Press **SELECT** again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press **SELECT**; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

OFFENSE—Gives you a high-powered offense

DEFENSE—Gives you a high-powered defense

JUICE—Gives you a more powerful "speed burst" from the X button when running

STICKUM—Just like Freddy Biletnikoff, you'll be able to catch passes easier...and hang on to them when you get hit

BIG BOYS—Makes the linemen look bigger

CANNON.ARM—Lets your quarterback throw farther

STEROIDS—Players fly farther when hit

CRUNCH.TIME—Injuries happen more frequently

PICK.CITY—Interceptions are easier

SKELETON—Lets you play with two secret skeleton teams

In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:

MAYHEM

NOTREDRE

EGGCODE13

Eggcode14

Eggcode15

RAYMAN

Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Down**, **Right**, **Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Picture-in-Picture

Here's a weird code that Ubi Soft put into *Rayman* just to show off what the PlayStation is capable of. During the game, press **START** to pause, then hold the **R2** button down and press **O**, **Left**, **Left**, **O**. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

Full Power-Up + 99 Lives

Press the **START** button to pause the game, then enter the following code carefully: Press and continue to hold **L2**, **R1**, **L1**, then **R2**, then release the buttons in this order: **L1**, **L2**, **R2**, **R1**. Next, press and release **O**, then press and continue to hold **Left**, **O**, **Left**, then **△**. Finally, release the buttons in the following order: **Left**, **△**, **O**.

RIDGE RACER

Title Screen Tricks

If you hold the **L1** and **R1** buttons at the title screen, you can manipulate the flag as follows:

D-pad Up: Tilt back

D-pad Down: Tilt forward

D-pad Left: Rotate clockwise

D-pad Right: Rotate counter-clockwise

□: Spin left

△: Spin right

×: Zoom in

△: Zoom out

START: Make the flag transparent

Rotate Cars

At the Car Select screen, use the **L1** and **R1** buttons to change the speed and direc-

tion in which the car is rotating.

Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Reverse Tracks

When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

Galaxian 3

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

RISE 2: RESURRECTION

Boss Code

To play as the boss character, enter the following code on either controller at the character-select screen: **Right**, **Right**, **Right**, **Up**, **Up**, **Down**, **Left**, **Down**, **Down**. Vitriol will appear as your chosen fighter.

SKELETON WARRIORS

Invincibility

At any time during the game, press **START** to pause, then press **Down**, **○**, **□**, **Up**, **×**. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

SLAM 'N JAM '96

FEATURING MAGIC & KAREEM

Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **×** or **START**; as the screen disappears, immediately tap the **L1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq.

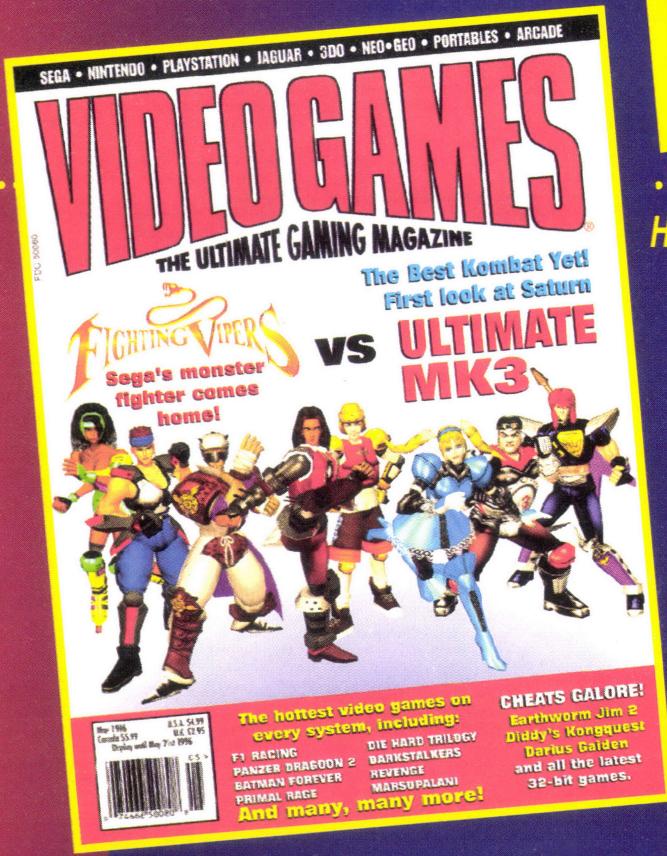
Small Player Mode

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press **×** or **START**; as the screen disappears, immediately press and hold the **L1** button until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.



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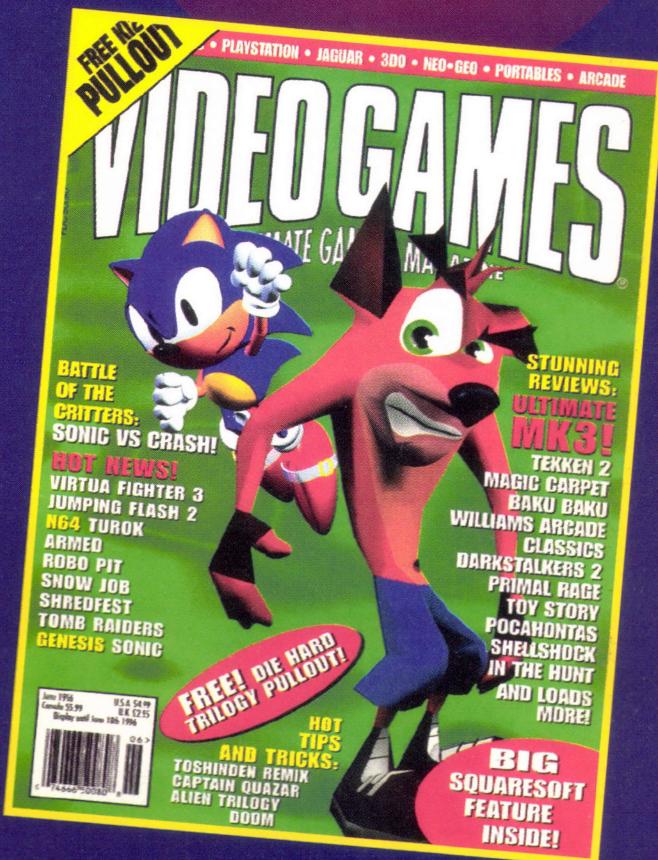
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TATT69

PlayStation tips



M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then □+△ simultaneously.

M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then □+△ simultaneously.

To choose the alternate-color Bison, end the code by pressing X+O simultaneously instead of □+△.

Akuma (Player 1)—Hold the L2 button and press Left, Left, Left, Down, Down, Down, then □+△ simultaneously.

Player 2—Hold the L2 button and press Right, Right, Right, Down, Down, Down, then □+△ simultaneously.

To choose the alternate-color Akuma, end the code by pressing X+O simultaneously instead of □+△.

Dan (both players)—Hold the L2 and R2 buttons and press △, ▲, X, O, △.

To choose the alternate-color Dan, hold L2 and R2 and press △, O, X, □, △.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press Up, R1, Down, L2, Right, L1, Left, R2 as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

TEKKEN

Galaga Secrets

To continue playing the *Galaga* loading game as many times as you wish, just press the SELECT button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the △ button gives you rapid-fire.

Double Ships

There are two ways to get twin ships in the mini-*Galaga* game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, △ and X on Controller 2 until the *Galaga* game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter-ego.

Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold ↑ on the D-pad

Paul: Hold ↗ on the D-pad

Law: Hold → on the D-pad

Jack: Hold ↘ on the D-pad

Nina: Hold ↓ on the D-pad

King: Hold ← on the D-pad

Yoshimitsu: Hold ← on the D-pad

Michelle: Hold ↙ on the D-pad

Heihachi: Hold L1+L2+R1+R2

Lee: Hold L1+L2+R1+R2+↑ on the D-pad

Kuma: Hold L1+L2+R1+R2+↗ on the D-pad

Wang: Hold L1+L2+R1+R2+→ on the D-pad

P. Jack: Hold L1+L2+R1+R2+↘ on the D-pad

Anna: Hold L1+L2+R1+R2+↓ on the D-pad

Armor King: Hold L1+L2+R1+R2+↖ on the D-pad

Ganryu: Hold L1+L2+R1+R2+← on the D-pad

Kunimitsu: Hold L1+L2+R1+R2+↖ on the D-pad

This also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

Mystery Fruits

At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has some sort of significance, since it appears in several classic Namco arcade games...but we don't know what it's doing in *Tekken*. Can you unlock the mystery of Battle 25 and its Special Flag? You'll also see some characters from *Pac-Man* including the dot-eater himself.

TOTAL ECLIPSE TURBO

Full Power-Up

During any stage, press the START button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: △, ▲, O, □, △, ▲, L1, L1+R1, SELECT, SELECT. (Note: The plus sign means that the L1 and R1 buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press △, □, L1, L1, L1, □, △ very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold SELECT, press △, L1, □, release SELECT, press △, L1, □, ▲, L1, □. You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing Left or Right on the D-pad and you're ready to warp.

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding START and pressing Up or Down until you see the helicopter view.

△□○○—Warehouse District Warfare

△□○○—Freeway Free For All

△□○○—River Park Rumble

△□○△—Assault on Cyberbia

△△○—Rooftop Combat—The Final

Battle

△○○—Battle with Minion

△○○—Secret Level: The Fight of

Your Life

△○○—Infinite Weapons

△△○—Invincibility

○○△—Helicopter Camera Angle

WARHAWK

Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.

CHEAT CODES

△○○—Preview the Epilogues

△○—Check the Special Upgrades

△○○—Preview the Movies

△○○—Kali Mode (Powered-Up)

Weapons

△○○—Thor Mode (9999 Flash

Bombs

△○○—Infinite Weapons

○○—Warhawk A-La-Mode (In-

finite Weapons + Invincibility)

STAGE CODES

△○○—Desert Level

△○○—Pyramid Has Risen

△○○—Desert Is All But Done

△○○—Canyon Level

△○○—In the Canyon with

Amber

△○○—In the Canyon with Belle

△○○—In the Canyon with Crys-

tal

○○—Approaching Uma

△○—Airship Level

△○○—Post-Transformation Air-

ship

△○○—Airship Rear Hanger is

Open

△○○—Volcano Level

△○○—Volcano Boss is Active

△○○—Gauntlet Level

△○○—East Gauntlet Boss

△○○—West Gauntlet Boss

△○○—In with the Gatekeeper

△○○—Stormland

△○○—Above 1st Force Field

△○○—Above 2nd Force Field

△○○—Above 3rd Force Field

△○○—Kreel's Door is Open

△○○—Face-to-Face with Kreel

WIPEOUT

Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R1, L1, Right, START, □ and O and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R2, L2, Left, START and SELECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WWF WRESTLEMANIA: THE ARCADE GAME

Invincibility

At any time during the game, press the START button to pause, then press X, △, R2, Up. You'll see the screen flash for an instant. When you unpause, you'll see that your wrestler's energy bar will not go down when you get hit; you're completely invincible.

Stop the Timer

At any time during the game, press the START button to pause, then press X, △, R2, Left. You'll see the screen flash for an instant. When you unpause, you'll see that the timer has been stopped.

Super Strength

At any time during the game, press the START button to pause, then press X, △, L2, Down. You'll see the screen flash for an instant. When you unpause, your

wrestler will be powered-up; all attacks will do extra damage.

Weaken Opponent

At any time during the game, press the START button to pause, then press X, △, L2, Right. You'll see the screen flash for an instant. When you unpause, your opponent will be weakened; all of his attacks will do less damage.

Cancel Cheats

If you have entered one or more of the above cheats and you want to cancel the effects without restarting the game, just pause the game and press □, O, △, X. You'll see the screen flash for an instant; now all of the cheats have been disabled.

Combo Code

At the player select menu, hold the L1 and R2 buttons and press □, X, O, △. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press START on Controller 2.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory card after you play.

Alternate Character Color/Texture

Press Up + any button when choosing your fighter at the character-select screen.

Additional Color Choices

After you have beaten the game at any skill level with any number of continuities, go to the character-select screen and hold SELECT. Now push any other button (including the L and R buttons) to choose different character colors.

Watch Mode

To watch the computer fighting itself, hold L1+L2+R1+R2+Down on Controller 1 and choose "VS Play."

Stage Select

When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose any stage from the character-select screen in "VS Play" mode.

Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Options" at the title screen, then grab Controller 2 and hold L1+L2+R1+R2+START+SELECT; you'll see a secret NECO comic strip.

Secret Bosses

To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a continue.

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold L1+L2+R1+R2, then SELECT, then START. The text box will say "XTAL" but you will really be fighting against NECO.

Boss Codes

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.

To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL.

To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any continuities.

Hidden Game

Put Zero Divide into your PlayStation, hold the SELECT and START buttons on Controller 2 and turn the POWER switch on. Continue to hold the buttons down while the game loads; instead of Zero Divide, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.



BAKU BAKU ANIMAL

League Mode

At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing **B, A, C, Up, B, A, C, Up**. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". Here are rough translations of what the menu items say at the League Mode screen:

- Game Start: Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".
- Name Entry: Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says "backspace" and the one in the lower right corner means "done".
- Delete Name: Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say "Yes".
- View Records: Use this option to check your stats. The first screen shows your winning percentage; highlight your name and press **A** or **C** to view your win/loss records against each player.

- View Records / Return to Main Menu: The next-to-last menu item brings up a quick description of how the League Mode works; there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

BATTLE ARENA TOSHINDEN REMIX

Big Heads

To change the fighters in *Toshinden Remix* into super-deformed big-heads, just hold the **L** and **R** buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

Custom Camera

Press **START** during a battle to pause the game. Choose "OPTIONS"; then, at the options menu, highlight any option except "Exit" and hold the **L** button. While holding **L**, move the cursor to "EXIT" and press the **R** button. The game will still be paused. Now you can control the camera angle with the following buttons:

- L**—Rotate the playfield clockwise
- R**—Rotate the playfield counter-

clockwise

D-pad—Pan the camera up, down, left or right
Y—Zoom in
X—Zoom out
 Press **START** to bring the "Pause" menu back. Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit **START** and you'll be back in the "custom camera" mode.

BLACKFIRE

FMV Fiesta

To watch all of *BlackFire*'s full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flashing on the title screen: **Z, A, Z, A, B, A, B, Y, C, A, C, A**. The intermission scenes will automatically start up; press **A** to stop any scene and skip to the next one.

Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press **L, A, Z, Y, A, Down, Down**. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

Invincibility

Also at the title screen—while the words "Press Start Button" are flashing—press and hold **A**, then **B**, then **C**; then release **C**, then **B**, then **A**. Next, press **B, A, B, Y**, then hold **X**, press **Up**, press and hold **Down** and release **X**. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter is invincible.

Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels:

Skip ahead one level: Hold **A, B, C** and **Up** and press **L**.

Skip back one level: Hold **X, Y, Z** and **Up** and press **L**.

BUG!

Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B, A, B, Y, Down, Right, A, L, Down**. (The **L** represents the button on top of the controller, not **Left** on the D-pad.) You'll hear the Bug yell, "Yikel!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold **L** and press **Down**.

CLOCKWORK KNIGHT

999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z, X, Y, Y, Z**.

Stage Select

Press **Left, Up, Right, Down, Down, Right, Right, Up, R** while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsey's Room" will appear; press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R** to add a "Last Boss" option to the list.

CLOCKWORK KNIGHT 2

Boss Select

Choose "Bosses Galore" from the main menu; then, when the "Bosses Galore" title is on the screen, press **X** five times, **Y** seven times and **Z** five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite.

Hidden Mini-Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Mini-Games Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring Baro-Baro.

999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

Stage Select

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**. A stage-select menu will appear. Press **Up** or **Down** on the D-pad to choose any room, then use the **X** and **Z** buttons to choose a starting stage.

See the Ending

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**. The word "Ending" will appear on the screen. Now choose "Start" to see the cinematic sequence from the end of the game, including the cast's final curtain call.

Secret Screens

Clockwork Knight 2 uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens.

Control the Level 1 Boss

It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a

better chance at trying. Here goes: As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spotlight appear on him and he'll yell into the microphone. While the spotlight is on, quickly press **Left, Right+B+C, Right+B+C** on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2. Here are the controller commands:

D-pad **Left, Right**—Move the boss left or right

D-Pad **Up, Down**—Move the boss closer or farther away

Z, C—Move the boss up or down

A, B, Y, L, R—Make boss noises

X—Toggle the room light on or off
 If you press the **START** button on Controller 2, the computer will take over and go after Pepperouchau again.

Control the Level 2 Boss

You can also control the monkey boss in the "Study Room" level. When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he's finished grunting. Now you can control the boss with Controller 2. Here are the controller commands:

D-pad **Left, Right**—Make the boss face left or right

A—Make the monkey beat his chest

B—Pick up Pepperouchau and slam him to the ground (if you're close enough)

C—Jump into the air and land on Pepperouchau

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left, Up, B, Up, Down, Up, Right, C**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.

Whirlwind Cheat

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the D-pad 720° clockwise like so: **↑↗↓↘↑↖←↖↑↖→↖↓↙←↖↑↖**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

DARIUS GAIDEN

Extra Credits

At the "Game Start/Option" screen, press **X, A, L, R, Left**, then hold **L** and press **X, C, Z, A, Right, Right**. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three.

Mega Fire

Also at the "Game Start/Option" screen, hold **B**, then press **Y, Right, Left, X, Z, L, R**. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

Extra Difficulty Settings

Again, at the "Game Start/Option"

Saturn tips



screen, hold X, then press Z, C, L, B, Left, R, L. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal".

DAYTONA USA

Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the X button to stop one of the slots. If you get three 7's, you'll receive extra time.

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the X button repeatedly to make the Jeffrey statue rotate and stand on his head.

Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the Daytona theme song appear at the bottom of the screen.

Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the **Down/Right** position and hold the L, R, C and Y buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Easier Horse Trick

At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the X, Z, A and B buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

Hidden Music

Buried within the data of the Daytona CD are excerpts of 73 different songs from Sega games. To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:

A.B.—Main theme from *After Burner*
KAG—"Maximum Power" from *After Burner*

KOU—Title theme from *Alex Kidd*
SAO—"Break Out" from *Alien Storm*
JIM—Title theme from *Alien Syndrome*

ANI—"Rise From Your Grave" from *Altered Beast*
YAM—"Choice" from *Bloeed*
BNB—Theme from *Bonanza Bros.*
YOJ—"BGM A" from *Bonanza Bros.*
YAN—"Filthy" from *Columns*
IGA—"Select" from *Columns 2*
KOS—"King of Speed" from *Daytona USA*
LGA—"Let's Go Away" from *Daytona USA*
SKH—"Sky High" from *Daytona USA*
P.P—"Pounding Pavement" from *Daytona USA*
DST—"Beat Away" from *Dunk Shot*
KAO—"Toast!" from *Dunk Shot*
H.S—"A.H.I.R.U" from *Dynamite Dux*
E.R—Main theme from *Enduro Racer*
MAS—"BGM 2" from *Enduro Racer*
EXN—"BGM A" from *Exhaust Note*
YUI—"Good! Let's Go!" from *Flash-point*
GLC—"Air Battle" from *G-LOC*
NAG—Opening theme from *G-LOC*
G.F—"Beyond the Galaxy" from *Galaxy Force*
HSB—"Defeat" from *Galaxy Force*
GDA—"Wilderness" from *Golden Axe*
GPR—"Time Attack" from *GP Rider*
H.O—Main theme from *Hang-On*
K.T—"Advertise" from *Hang-On*
SHO—"Sprinter" from *Super Hang-On*
M.M—"Outside a Crisis" from *Super Hang-On*
KEN—Title Demo theme from *Line of Fire*
UME—"MJ-Dance" from *Michael Jackson's Moonwalker*
.KK—"Theme of Kouchi" from *Original*
O.R—"Magical Sound Shower" from *OutRun*
TOR—"Rush A Difficulty" from *Turbo OutRun*
OSI—"Vivacious" from *Turbo OutRun*
ORS—"Adventure" from *OutRunners*
P.D—"Like the Wind" from *Power Drift*
ISO—"Poker Face" from *Power Drift*
QTT—"BGM 1" from *Quartet*
MIT—"Earth Frame G" from *R360*
TRS—"Earth Frame G" from *R360*
R.M—"Soup Up" from *Rad Mobile*
OKA—Theme from *Rent-A-Hero*
KAZ—"BGM 1" from *Scramble Spirits*
SDI—"System Down" from *S.D.I.*
MMM—"Blue Moon" from *S.D.I.*
S.H—Main theme from *Space Harrier*
S.C—"Game Start" from *Stadium Cross*
S.F—Opening theme from *Strike Fighter*
ASA—"Funky Bomb" from *Strike Fighter*
SMG—"Advertise BGM" from *Super Monaco G.P.*
AO—"Name Entry" from *Super Monaco G.P.*
VMO—Theme from *Sword of Vermillion*
TET—"Tetrimix" from *Tetris*
T.B—"Burning Point" from *Thunder Blade*
NAK—"Type 2" from *Thunder Blade*
TAK—"Type 3" from *Super Thunder Blade*
AKJ—"Advertise" from *Virtua Cop*
DEK—"Advertise" from *Virtua Cop*
V.F—"Akira Stage" from *Virtua Fighter*
A.Y—"Akira Stage" from *Virtua Fighter*

J.B—"Jacky Stage" from *Virtua Fighter*
S.B—"Sarah Stage" from *Virtua Fighter*
PAI—"Pai Stage" from *Virtua Fighter*
K.M—"Kage Stage" from *Virtua Fighter*
W.H—"Wolf Stage" from *Virtua Fighter*
J.M—"Jeffry Stage" from *Virtua Fighter*
LAU—"Lau Stage" from *Virtua Fighter*
VFT—"Lion Stage" from *Virtua Fighter 2*
V.R—"Polygonic Continent" from *Virtua Racing*

Nintendo**SNES****SEGA****PlayStation****Gameboy**

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|------------------|----|-------------------|----|--------------------|----|-------------------|----|--------------------|----|--------------------|----|--------------------|----|--------------------|----|---------------------|----|--------------------|----|
| 1842 | 5 | Milon Sec Castle | 5 | 7th Sage | 42 | NBA Live 95 | 22 | Menacer Game | 2 | NBA Live 95 | 22 | A-Train | 40 | MLBPA Bottom/9th | 50 | Aladdin | 33 | NBA All Star 2 | 15 |
| 1843 | 5 | Mission Imp | 5 | Act Raider | 13 | NBA Live 96 | 49 | Altered Beast | 5 | Phantasy Star 3 | 22 | Agile Warrior-F111 | 50 | Mortal Kombat 3 | 38 | Alien | 13 | NBA Jam | 25 |
| Adv Byu Billy | 5 | Monopoly | 19 | Alpha Real Monstrs | 13 | NBA Showdown | 13 | Bulls vs Blazers | 5 | Ren & Stampy | 22 | Air Combat | 35 | NBA Jam The Zone | 40 | Asteroids/Msl Crnd | 24 | NBA Jam-Tour | 33 |
| Adv Island | 15 | NARS | 5 | Aladdin | 25 | NCAA Bsktl | 13 | Bulls vs Lakers | 5 | WWF Royal Rumble | 22 | Alien Flyby | 30 | NBA Jam-Tour | 30 | Baseball | 9 | Nemesis | 9 |
| Anticipation | 5 | Ninja Gaiden | 5 | Alien 3 | 25 | NHL Club | 25 | Chakan | 5 | NBA Allstar Chlg | 22 | Arcade Crisis-Wrms | 50 | NBA Jam 96 | 50 | Bases Loaded | 12 | NFT | 9 |
| Astanax | 5 | Ninja Gaiden 2 | 5 | Aliens/Predator | 29 | NHL Hockey 95 | 25 | Pifighter | 5 | After Burner 2 | 25 | Assault Rigs | 28 | NBA Showout | 55 | Battle Unt 2th | 19 | Operation C | 9 |
| Back Ftr | 5 | Operation Wolf | 5 | Bassins Blck Bass | 45 | NHL Hockey 96 | 49 | Pifighter | 5 | FIFA Soccer 95 | 25 | Bases Load 96-DH | 28 | NFL Game Day | 55 | Battletoads | 15 | Paperboy | 17 |
| Bad Dudes | 5 | Pac-Man | 25 | Batman Returns | 19 | NHL Stanley Cup | 13 | Shadow Dancer | 5 | FIFA Soccer 96 | 25 | Battle Arena Tsh | 30 | NHL Faceoff | 55 | Bo Jackson | 13 | Play Act Ftbl | 8 |
| Baseball | 4 | Paperboy | 5 | Battltds/Dbl Dragn | 22 | Out Of This Wld | 13 | Evander Hlyfd | 7 | Greatest Hywts | 25 | Battle Arena Tsh 2 | 55 | Novastorm | 20 | Bo Jackson | 13 | Qix | 8 |
| Baseball Smtr | 4 | Pinball | 5 | Beavis & Buttthead | 25 | Paladdin's Quest | 29 | Shaq Fu | 7 | John Madn 96 | 25 | Beyond the Beyond* | 25 | Offworld Extreme | 25 | Caesars Palace | 25 | Radar Mission | 9 |
| Baseball Stars | 18 | Platoon | 5 | Big Hurt Bsb | 49 | Paperboy 2 | 25 | Sonic Hdghog | 7 | John Madn 96 | 25 | Big Hurt Baseball | 50 | Panzer General | 40 | Castlevania 2 | 9 | Ren & Stampy-SC | 17 |
| Base Loaderd | 5 | Play Act Ftbl | 5 | Boxing Legends | 5 | PGA Tour Golf | 39 | Sonic Hdghog 2 | 7 | Mickey Ms Cstl | 25 | Braindead 13 | 35 | PGA Tour Golf 96 | 55 | Castlevania Adv | 9 | Samson-Escape | 19 |
| Base Loaderd 2 | 5 | POC | 5 | Brain Lord | 5 | PGA Tour Golf 96 | 59 | Tony La Russa | 7 | NBA Jam-Tour | 25 | Chessmaster 3D | 30 | Philosoma | 35 | Centipede/Millipede | 22 | Skate Or Die 1-BAR | 8 |
| Bases Loaderd 3 | 9 | Pro Am Racing | 5 | Breath of Fire | 33 | Pitfall Harry | 13 | Phil Walsh Ftbl 95 | 9 | Power Rangers | 20 | Primal Rage | 30 | College Slam | 17 | Skar Or Die 1-BAR | 8 | | |
| Batman | 5 | Pro Wrestling | 5 | Pop Art | 25 | Police Vngls | 13 | Pitfall Harry | 13 | Power Rangers | 25 | Creature Shock | 30 | Crusione | 20 | Solar Striker | 9 | | |
| Battletoids | 5 | Punch Out | 5 | Bubsy | 45 | Pitfall Harry | 13 | Power Rangers | 25 | Spiderman/X-Men | 26 | Rayman | 45 | Defender/Joust | 24 | South Park | 22 | | |
| Bionic Commando | 5 | Rad Racer | 5 | Bubsy 2 | 45 | Populus | 8 | Power Rangers | 29 | Spiderman/X-Men | 26 | Rayman | 45 | Spiders Invaders | 24 | Star Trek Nxt Gen | 18 | | |
| Blades Rad | 5 | Rad Racer 2 | 15 | Bulls vs Blazrs | 13 | Primal Rage | 29 | Flashback | 9 | TMNT Hyperstone | 25 | Resident Evil | 60 | Donkey Kong | 27 | Spiderman 2 | 17 | | |
| Blaster Master | 5 | Rambo | 5 | Capt America | 13 | Primal Rage | 29 | Ghouls Ghosts | 9 | TMNT Hyperstone | 25 | Return Fire | 40 | Donkey Kong Land | 39 | Star Trek Nxt Gen | 18 | | |
| Boy & His Blob | 5 | Rampage | 5 | Castlevania 4 | 13 | Ren & Stampy Vtds | 13 | Zero Tolerance | 9 | Zombies Ate Nghtb | 25 | Revolution X | 30 | Double Dragon | 13 | Star Trek Nxt Gen | 18 | | |
| Bubble Bobble | 12 | RBI Basl | 3 | Champ Pool | 19 | Rober Trek | 38 | John Madn 95 | 9 | Columns | 28 | Darkstalkers | 40 | Dr Mario | 15 | Star Wars | 22 | | |
| Burgetime | 5 | Renegade | 5 | Chrono Trigger | 55 | Samurai Showdown | 29 | Mario Lemieux | 9 | X-Men 2 | 28 | Darkstalkers | 50 | Earthworm Jim | 35 | Supr Mario Lnd | 15 | | |
| Capt Skyhawk | 5 | Rescue Emb Mis | 5 | Clayfigthers | 49 | Secret Of Emvore | 49 | Michi Jksn Mwk | 9 | Batman Forever | 29 | Defcon 5 | 30 | Rmance 3 Kgdms 4 | 45 | F 1 Racer | 9 | Supr Mario Lnd 2 | 22 |
| Contra | 5 | Ridge Rangrs | 5 | Conq Slam | 49 | Secret Of Mana | 49 | MLBPA Bssl | 9 | Battle Tech | 29 | Descent | 45 | Shock Wave Assaut | 30 | Final Fant Adv | 38 | Supr Mario Lnd 3 | 29 |
| Deadly Towers | 5 | Shadowgate | 5 | Donkey Kong Ct | 29 | Secret Of Mana | 49 | NBA Showdown | 9 | Boogerman | 29 | Dimworld | 45 | Sm City 2000* | 50 | Final Fant Leg | 27 | Supr Pro RC Am | 20 |
| Dick Tracy | 5 | Double Dragon Cls | 22 | Donkey Kong Ct | 29 | Secret Of Mana | 49 | NHL Cup Bslb | 9 | Corpsie | 29 | Doom | 50 | Space Griffn | 30 | Galaga/Galaxian | 29 | Super Return Jedi | 24 |
| Double Dragon | 5 | Double Dragon | 5 | Double Dragon | 22 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Contra Hard Corpse | 29 | Dragon's Lair 2 | 50 | Street Fight-Alpha | 25 | Supr Scabbie | 55 | Tecmo Bowl | 9 |
| Double Dragon 2 | 5 | Double Dragon 2 | 5 | Double Dragon | 22 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Rocky | 29 | ESPN Extr Gmes | 45 | Street Ftr-Movie | 25 | Tennis | 9 | Techo Bowl | 9 |
| Double Dribble | 5 | Double Dribble | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Garfield | 29 | Tekken | 50 | Home Alone | 15 | Terminator 2 | 2 | Terri Blast | 9 |
| Dr Mario | 5 | Double Dribble | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Jungle Strike | 29 | Fade To Black* | 45 | Thundrstrike 2 | 45 | Kid Icarus | 13 | TMNT 1 FFC | 24 |
| Dragon Warr | 5 | Dragon Warr | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Thunderstrike 2 | 45 | Killer Instinct | 29 | TMNT 2 | 13 |
| Duck Tales | 5 | Snakes Revenge | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Triple Play 97 | 50 | Kirbys Drmind | 24 | Top Gun | 19 |
| Excitebike | 5 | Solar Jetman | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Triple Play 97 | 50 | Kirbys Drmind 2 | 29 | Totally Spicy | 19 |
| Faxanadu | 5 | Solstice | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Virtua Racing | 29 | Kwirk | 13 | Wave Race | 13 |
| Fester's Quest | 5 | Spy Hunter | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Maicross | 27 | WWF King Of Ring | 13 |
| Final Fantasy | 5 | Star Voyager | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Metroid 2 | 13 | WWF Superstars | 12 |
| Final 13th | 5 | Star Voyager | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Krazy Ivan | 13 | Yoshi | 17 |
| Go! | 5 | Star Voyager | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Lemmings 3D | 20 | Yoshis Cookie | 17 |
| Gauntlet 2 | 5 | Star Voyager | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Mortal Kombat | 19 | Zelda Link | 19 |
| Ghosts Bstrs | 5 | Star Voyager | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Mortal Kombat 2 | 25 | Zoop | 24 |
| Ghosts & Goblins | 5 | Star Voyager | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Mortal Kombat 3 | 29 | Motor Cross Mniac | 9 |
| Goal | 5 | Supr Off Road | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Golgo 13 | 5 | Supr Spk B Socr | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Goonies 2 | 5 | Supr Spk B Srd | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Gotcha | 5 | Supr Spk B Wrd | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Gradus | 5 | Tecmo Bowl | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Gudigan Lndg | 5 | Tecmo Bowl 2 | 13 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Hogans Alley | 5 | Tecmo Bowl 2 | 13 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Hoops | 5 | Tecmo Bowl 2 | 13 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Ice Hockey | 5 | Tecmo Bowl 2 | 13 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Ikari Warriors | 5 | Tetris | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Iron Sword | 5 | Time Lord | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Jackal | 5 | TMNT | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Jaws | 5 | TMNT 2 | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| John E Back | 5 | TMNT 3 | 13 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Jordan vs Bird | 5 | To The Earth | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Karate Champ | 5 | Top Gun | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Karatle Kid | 5 | Tiger Heli | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Karnov | 5 | Tiger Heli | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Kid Icarus | 5 | Total Recall | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Knight Rider | 5 | Total Recall | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Kung Fu | 5 | Total Recall | 5 | Earth Bound | 45 | Secret Of Mana | 49 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Legacy Of Wiz | 5 | Trojan | 5 | Earth Bound | 45 | Maximum Carnage | 35 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Legend Of Kage | 5 | Ultima 1 Exodus | 5 | Earth Bound | 45 | Maximum Carnage | 35 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Life Force | 5 | Wheel Fortune | 9 | Earth Bound | 45 | Maximum Carnage | 35 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Littl Nemo Dream | 5 | Willow | 5 | Earth Bound | 45 | Maximum Carnage | 35 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Mach Rider | 5 | Winter Games | 5 | Earth Bound | 45 | Maximum Carnage | 35 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Magnus Johnson | 5 | Wing Commander | 5 | Earth Bound | 45 | Maximum Carnage | 35 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Major Lg Bslb | 5 | World Of Warcraft | 5 | Earth Bound | 45 | Maximum Carnage | 35 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Maniac Mansion | 5 | World Blk Mnta | 5 | Earth Bound | 45 | Maximum Carnage | 35 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Marble Mans | 5 | World Blk Mnta | 5 | Earth Bound | 45 | Maximum Carnage | 35 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | 50 | Wing Commandr 3 | 50 | Motor Cross Mniac | 9 | Game Boy Unit | 29 |
| Mega Man 2 | 5 | WWF Challenge | 5 | Earth Bound | 45 | Maximum Carnage | 35 | NHL Cup USA Bslb | 9 | Lethal Enfr-2cr | 29 | FEX | | | | | | | |



of the three tracks, hold the **X** button and press **A**. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the **Y** button to get a pop-up window with an overhead view.

LAST GLADIATORS DIGITAL PINBALL

Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press **X, Y, Z, X, Y, Z, C, B, A, Up, Up, START**. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: **C, B, A, A, B, C, Y, Z, X, Down, Down, START**.

Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START**. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press **A**; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and **A** button, then point to the "Play" button and press **A**. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press **Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START**. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the **X** button and press **Up**; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing **Up** or **Down** on the D-pad, then press **Z** to trigger one of the current table's special modes; for example, on the "Gladiators" table, each of the following modes can be activated by pressing **Z** when the corner number is set as follows:

- 00—Multiball
- 01—Roman Triumph
- 02—Retarius
- 03—Bloody Arena (Two-Ball)
- 04—Chariot Races (Three-Ball)
- 05—Extra Ball Lit
- 06—Senator Mystery Lit
- 07—SPQR
- 08—Thracians
- 09—Empire
- 10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold **X** and press **Down**; while the numbers are gone, hold **Y** and press **Up** to pause or unpause the game without obstructing the screen, or hold **Z** and press **Up** repeatedly to step through the animation one "frame" at a time.

Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

MORTAL KOMBAT II

Cheat Menu

When the "story" screens appear during the introduction sequence, press **Down, Up, Left, Left, A, Right, Down, B, Y, C**. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.

NHL ALL-STAR HOCKEY

Crazy Codes

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press **L+R+X+Y+Z** simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.

- Press **L+R** during the national anthem for giant players.
- Press **A+B** during the national anthem for short players.
- Press **A+Y+Z** during the national anthem for upside-down players.
- Press **X+Y+R** during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press **A+X** during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

Player Power-Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then

advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the **A, B, C, X, Y** and **Z** buttons down and press **Up**; you'll see the total in the "Point Pool" jump to 600. Now you can use these extra points to give your new player a perfect rating of 100 in every category. Use this cheat to create a whole team of superhuman players.

NIGHT WARRIORS: DARKSTALKERS' REVENGE

Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: **X, X, Right, A, Z**. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu

Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press **B, X, Down, A, Y**. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.
- "Max Round" lets you change the round counter from three to one or five.
- "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).
- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
- Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
- "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.
- "BGM Test" lets you listen to the game's music.

"Pause" Code

At the "Option Mode" menu, highlight "Screen Size" and quickly press **A, C, Y, Y, Up**. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press **START** to pause, the screen will not darken and the word "Pause" will no longer appear.

PANZER DRAGOON

Space Harrier Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press **START** at the first title screen, then press **Up, X, Right, X, Down, X, Left, X, Up, Y, Z** while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.

Infinite Continues

Press **START** at the first title screen, then press **Up, X, Right, Y, Down, Z, Left, Y, Up, X** while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

Invincibility

Press **START** at the first title screen, then press **L, L, R, R, Up, Down, Left, Right** while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

Stage Select

Press **START** at the first title screen, then press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z** while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Suicide Maneuver

Press **L, R, A, B, and C** all at the same time; your dragon will take a dive right away and the stage will start over.

Level 0

At the difficulty/options title screen, enter **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R**. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

New Weapons

At the difficulty/options title screen, enter the code **Up, X, Right, Y, Down, Z, Left, Y, Up, X**. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold **A** or **X** for normal weapon, **B** for red lasers, **C** for sidewinders, **Y** for multi-shot, or **Z** for wide shot.

Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press **Left, Left, Right, Right, Down, Up, Down, Up, L button, R button**; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

Sega Logo Man

Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon's* demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the **X, Y** and **Z** buttons and press **START**. Now you can manipulate the image with Controller 2 as follows:

Right—Rotate screen clockwise

Left—Rotate screen counter-clockwise

A+Right—Rotate image clockwise

A+Left—Rotate image counter-clockwise



Down—Zoom in
Up—Zoom out
A+Down—Tilt backward
A+Up—Tilt forward
X or Y—Hold either of these buttons to change the character's shading
A+B+C—Reset to the initial position and shading

When you're finished playing with the polygons, press **START** on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

PEBBLE BEACH GOLF LINKS

Secret Video Menu

Start a game of Pebble Beach, then hold **Right** on the D-pad, also hold the **X** and **Z** buttons and press **RESET** on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press **A** or **C** to start any scene; **B** brings you back to the menu.

Gallery Code

Start a game, hold **Down** and **B** button and press **RESET** on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

RAYMAN

Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up**, **Down**, **Right**, **Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Infinite Lives

At any time during the game, press **START** to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the **A** button, press **B+Right** on the D-pad simultaneously and release, press **R+diagonal Down/Left** on the D-pad and release, press **C+Y+Z** simultaneously and release, then release **A**. Press **START** to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

SEGA RALLY CHAMPIONSHIP

Secret Course

At the main menu, hold the **X** and **Y** buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.)

Secret Car

At the main menu, press **X**, **Y**, **Z**, **Y**, **X** on Controller 1. You won't hear any signal to confirm the code, but

when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press **Left** find the automatic Stratos at the Arcade car-select menu or press **Right** to choose a Stratos with manual transmission.)

SHINOBI LEGIONS

999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the **L** and **R** buttons on top of the controller and press **C**, **A**, **B**. The number of Shurikens will change to 999.

99 Lives

Press **START** at the first title screen, then highlight the words "Game Start" and press **A**, **Z**, **B**, **Y**, **C**, **X**, **START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

Expert Mode

Press **START** at the first title screen, then highlight the words "Game Start" and press **A**, **B**, **C**, **B**, **A**, **START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.

Stage Select

Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press **A**, **B**, **A**, **B**, **C**. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it.

SLAM 'N JAM '96

FEATURING MAGIC & KAREEM

Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **C** or **START**; as soon as the screen starts to fade to black, immediately enter one of the following codes:

Big Head Mode: Tap the **X** button quickly and repeatedly until the tip-off.

Tiny Player Mode: Tap the **Z** button quickly and repeatedly until the tip-off.

Shot Percentage Indicator: Press the **L** button and hold it down until the tip-off.

After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in.

STREET FIGHTER ALPHA

Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following

codes before the timer expires:

Player 1—Highlight Ryu, hold the **L** and **R** buttons on top of the controller and press **Up**, **Up**. Now release the top buttons and press **Up**, **Up** again, then choose Ryu with the **Jab** button (the default is **X** on the Saturn.)

Player 2—Highlight Ken, hold the **L** and **R** buttons on top of the controller and press **Up**, **Up**. Now release the top buttons and press **Up**, **Up** again, then choose Ken with the **Fierce** button (the default is **Z** on the Saturn.)

When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.

M. Bison (Player 1)—Hold the **L** button and press **Left**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, then **X+Y** simultaneously.

M. Bison (Player 2)—Hold the **L** button and press **Right**, **Right**, **Down**, **Down**, **Right**, **Down**, **Down**, then **X+Y** simultaneously.

To choose the alternate-color Bison, end the code by pressing **A+B** simultaneously instead of **X+Y**.
Akuma (Player 1)—Hold the **L** button and press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, then **X+Y** simultaneously.
Akuma (Player 2)—Hold the **L** button and press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, then **X+Y** simultaneously.

To choose the alternate-color Akuma, end the code by pressing **A+B** simultaneously instead of **X+Y**.
Dan (both players)—Hold the **L** and **R** buttons and press **Y**, **X**, **A**, **B**, **Y**.
To choose the alternate-color Dan, press **Y**, **B**, **A**, **X**, **Y**.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up**, **B**, **Down**, **Z**, **Right**, **X**, **Left**, **Y** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

VIRTUA COP

Secret Cheat Code

If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra

bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the **C** button on Controller 1 and press **Up**, **Down**, **Left**, **Right**, **Down**, **Up**, **Up**, **Left**, **Right**, **Up**. You should hear three separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons. Available guns include a "Special" auto-fire weapon that never runs out of ammo.

See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the **X**, **Z** and **B** buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence.

Extra Name Entry Time

At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

VIRTUA FIGHTER

Boss Code

At the character select screen, quickly press **Down**, **Up**, **Right**, then **A+Left**. You'll hear a "swish" and you'll be playing as Dural.

Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press Up 12 times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**; you'll find a hidden Stage Select/Stage Size menu.

Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the **L** and **R** buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press Up 17 times and immediately press **START**, Dural will be added to the alternate character menu.

Play Ranking Mode

To choose the Ranking mode without first beating the game, hold **Down/Right**, **C**, **Y**, **L** and **R** at the title screen and press **START**.

Watch the Credits

Hold the **A** button down during the opening demos to see the names of the makers of Virtua Fighter.

VIRTUA FIGHTER REMIX

Tips and Codes

All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.

ADVENTURE ISLAND**Power-Ups**

At the title screen, enter **0894** as your password to start with 99 of each item.

AVENGING SPIRIT**Hard Mode**

At the title screen, push **Up**, **A**, and **B** at the same time—you'll hear a tone to confirm the code. Press **START** to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

BATTLETOADS IN RAGNAROK'S WORLD**Five Extra Toads**

At the title screen, hold **Down**, **A** and **B**, then press **START**. You'll start the game with five lives instead of three.

BILL & TED'S EXCELLENT ADVENTURE**Passwords**

Adventure 2: New Mexico 1879, 555-4239
Adventure 3: Ancient Greece 410 BC, 555-6767
Adventure 4: Medieval England 1456, 555-8942
Adventure 5: San Dimas 1,000,000 BC, 555-4118
Adventure 6: Shopping Mall, 555-8471
Adventure 7: School Room, 555-2989

BIONIC COMMANDO**Re-equip**

To return to the skies to re-equip, hold **START**, then press **A** and **B** simultaneously.

BLADES OF STEEL**Sound Test**

At the title screen, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **B, **A**, **START**.**

BUBBLE BOBBLE PART 2**Stage Select**

Enter **>** **5** **> V** as your password, then press the **START** button. A stage-select menu will appear on the title screen.

COLLEGE SLAM**Power-Up Codes**

Perform each of the following cheats at the "Tonight's Match-Up" screen.

Shot Percentage display: Press **Down**, **B**, **Up**, **Up**.

Powerup 3-Pointers: Press **Down**, **Up**, **Up**, **Down**, **Left**, **Right**, **Left**.

CONTRA: THE ALIEN WARS**Stage Skip**

Enter the password **H2F2**, then start the game. When you want to skip a stage, press **START**; instead of activating the "pause" feature, you'll be warped to the next stage.

ELEVATOR ACTION**Bonus**

When you open the doors marked with a "?" and leave, you end up with an item that appears to have been randomly chosen. The item you receive is determined by the hundreds digit of your score. Below is a list of what your prize will be if you enter a Question Mark Door:

Digit 0 or 1: Shotgun
Digit 2 or 3: Machine Gun
Digit 4 or 5: Pistol
Digit 6 or 7: Grenade
Digit 8 or 9: Heart

FACEBALL 2000**Secret Room/Level Warp**

When you find the exit in the first level of the Cyberscape game, shoot the exit five times; you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10, 15, 20 and 25. If you shoot at the nine lives pod three times, it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room, though.) Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right; that's the exit to level 40.) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find more powerups and warps to levels 45, 50 and 55.

FINAL FANTASY**Extra Sounds**

Select the Continue option at the title screen. Highlight any saved files past level 57. Press **B** to return to the title screen. Hold **SELECT**, **B** and **START** to access Sound Test and use the **A** button to listen to the sounds.

FINAL FANTASY LEGEND II**Sound Test**

At the title screen, press **SELECT**, **B** and **START** at the same time. Sound and music options will appear on the screen. Change the sound selections by pressing the direction keys and listen to them by pressing **A**.

THE JUNGLE BOOK**Cheat Menu**

Press **SELECT** to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15.

JURASSIC PARK**Stage Skip**

When the title screen fades and the T-Rex opens his mouth, press **Up**, **Down**, **Left**, **Up**, **Down**, **Right** and **SELECT**. Repeat the sequence again, then press **START** to begin. Now during the game, hold **START**, then press **SELECT** to skip to the next area of the game.

KILLER INSTINCT**Boss Code**

Choose any character. Then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT**, **START**, **B**, **A**.

KIRBY'S DREAM LAND**Hidden 1-Ups**

Stage Three: At the second section of this stage, you'll find a path that ends with a pile of Star Boxes. Inhale the boxes at the bottom of the pile to see a small doorway. Enter to find a secret passage with a 1-Up at the end. Later in Stage Three, you'll take on some weird creatures. There's a hole at the base of one of the masts. Take out a Star Box to clear your way to the hole. Climb in to collect Pop Brew and a 1-Up in the hidden chamber.

Stage Four: You will run into a maze of clouds halfway through this stage. When you arrive at a narrow passage in the clouds, on the left side is a pond. Go to the end and press **Up** on the D-pad to enter a hidden passage and drop into a secret area. Use a Mint Leaf to fly through this stage and pick up Power-Ups along the way. At the end of Stage Four, you'll fly up to a floating palace where you meet Kracko again. Instead of entering the palace, you can get to Kracko by another route and earn special items. Touch the Moon and warp to a special area filled with stars and clouds. You'll find a 1-Up and a Magic Food Bag as you fall.

THE LEGEND OF ZELDA: LINK'S AWAKENING**Exploding Arrows**

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

THE LION KING**Stage Skip**

At any time during the game, press **START** to pause, then quickly press **B**, **A**, **B**, **A**, **A**. You'll immediately skip to the next stage.

MORTAL KOMBAT**Play as Goro**

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS!" appear on the screen.

Next, input your initials and press **A**. When the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

NBA JAM**Juice Mode**

At the "Tonight's Match-Up" screen, tap any button 14 times, then hold **A** and **B** until the tip-off.

Power-Up Dunks

At the "Tonight's Match-Up" screen, press any button ten times, then hold **Down** and **A** until the tip-off.

Power-Up Fire

At the "Tonight's Match-Up" screen, tap any button seven times, then hold **Down** and **Left** on the D-pad until the tip-off.

Power-Up Turbo

At the "Tonight's Match-Up" screen, tap any button 15 times, then hold **Up** and **B** until the tip-off.

Secret Characters

Jamie Rivett: Enter the initials **RJ**, highlight the letter **F**, press **Up**, **A** and **B** to enter the last letter.

Sal DiVita: Enter the initials **SD**, highlight the letter **T**, press **Down** and **B** to enter the last letter.

Mark Turnell: Enter the initials **WI**, highlight the letter **M**, press **Left** and **B** to enter the last letter.

Air Dog: Enter the initials **JA**, highlight the letter **T**, press **Up** and **B** to enter the letter **M**.

Chow Chow: Enter the initials **AM**, highlight the letter **Q**, press **Down**, **A** and **B** to enter the letter **X**.

Weasel: Enter the initials **MA**, highlight the letter **U**, press **Up**, **START**, **A** and **B** to enter the letter **N**.

STAR TREK: THE NEXT GENERATION**Mission Select**

Enter the cheat code "OVERRISE" at the password screen. When Picard appears, choose different assignments by pressing **Up**.

SUPER MARIO LAND 2—6 GOLDEN COINS**Easy Mode**

When you enter the pipe room at the beginning of the game press **SELECT**. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies that will be chasing you. Once you have completed the difficult level, reset again to enter the normal mode of the game. When you restart your game you will begin on the next level.

T2: JUDGMENT DAY**Slow Down**

Hold down **SELECT** while you are rewiring the circuit boards. Your time will run down at one tenth of the normal speed. When you finish with the first circuit board, release the **SELECT** button to move on to the next one.

TETRIS BLAST**"Fight 2" Mode**

At the title screen, press **B** five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.

Level Passwords

| | |
|----------|----------|
| Stage 2 | ZFFJJFF |
| Stage 3 | B/MMLLKB |
| Stage 4 | XSDGGDM |
| Stage 5 | KCWGLLHK |
| Stage 6 | VG.LIJDM |
| Stage 7 | K.TDGGMF |
| Stage 8 | XZSCDDKK |
| Stage 9 | DFMYLLD |
| Stage 10 | YGCDDHHL |
| Stage 11 | GVMYLLCJ |
| Stage 12 | WCPDDGD |
| Stage 13 | GJXTBBCF |
| Stage 14 | IL.YLKLL |
| Stage 15 | LXWTBMMB |
| Stage 16 | VSRPDCCH |

TRACK & FIELD**U.F.O.**

In the Hammer Throw event, release the hammer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a spaceship will come down.

Frog

If you land a couple of yards short of the pit at the Triple Jump, a frog will come out of the hole in the runway.

Flowers

In Archery, if your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, flowers will grow out of the ground.

TRACK MEET**Cheat Passwords**

Choose "NEW GAME" at the main menu and enter your name as follows:

- Enter the name **SNAKE** to compete against Irwin B. Cheetin.
- Enter **REGRUB** and you'll face off against Jack Strop.
- Enter the name **APPLEII** to change some of the signs in the background to Apple II logos.

TURRICAN**Cheat Code**

At the options screen, press **A**, **B**, **B**, **A**, **A**, **A**, **B**, **A**, **B**, then choose the "Cheat" option for infinite energy.

WARIO BLAST**One-Player Game**

To play as Wario enter the password **2264**. To play Bomberman enter the password **4622**. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3**Change Game Stats**

Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WHO FRAMED ROGER RABBIT?**Passwords**

Scene 2: DLT3QBYL

Scene 3: GPLDMSRC

Scene 4: MMCFGWGXJ

Scene 5: BGQTWKJP

Scene 6: RTJBWN43

WORLD HEROES 2 JET**Boss Code**

When the Takara logo appears, press **Right**, **Left**, **A**, **B**, and **Up**.

**AX BATTLER—****A LEGEND OF GOLDEN AXE***Passwords*

Firewood Town—IMKP IIHE OGIIH NNPH
Turtle Village—BNLK LPAG HMGH NOGO
Sand Marrow—AOEC DLCD PNFP FBPF
Holmstock—EIIN PMOK PNGI CLJD
Brookhill—CPGG CIAK AEFF OPKO

AYRTON SENNA'S SUPER MONACO GP II*Ending Password*

Choose the "World Champion" mode and enter the password "CHAM-PION." You'll skip to the ending sequence with full credits.

BATMAN RETURNS*Sound Test*

Hold the **START** button when you turn the Game Gear on. The Sega logo will appear and, when the logo fades, you'll access a "Sound Test" menu. Press the **2** button to hear each sound.

DEFENDERS OF OASIS*Sound Test*

At the title screen, hold the D-pad in the **Up** position and press **START**. Note that there are also 49 sound effects and three voice effects on the menu; press **Right** or **Left** while the cursor is pointing to one of these items and you'll get extra sounds.

ECCO: THE TIDES OF TIME*Cheat Menu*

Use Ecco's sonar to bring up the map screen, then press **Left**, **1**, **2**, **Down**, **2**, **Up**.

FANTASY ZONE*Cheat Menu*

At the title screen, wait for the words "PUSH START BUTTON" to appear, then carefully press **Up**, **Right**, **Down**, **Left**, **1**, **2**, **1**, **2**, **START**. A secret "Config Mode" menu will come up, giving you the option to change the number of lives, change the difficulty setting, start at any stage, earn extra money or access a sound test.

Invincibility

Access the cheat menu as described above and highlight the "MODE" option. Hold **Left** on the D-pad and press **1+2** simultaneously; the Mode setting will change to "UNDEAD".

KRUSTY'S FUN HOUSE*Super Passwords*

Level 2: SELMA
Level 3: SCRATCHY
Level 4: SKINNER
Level 5: GROENING

To start the game with every single door unlocked, enter the password TRACY. This gives you immediate access to the entire Fun House.

LEMMINGS*Level Select*

When you see the lemming pulling the Sega logo on a cart, hold buttons **1** and **2** while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that you've activated the cheat correctly. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage.

MORTAL KOMBAT*Arcade Mode*

Like the *Genesis Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press **2**, **1**, **2**, **Down**, **Up**. The screen will say "Now entering Kombat"—prepare yourself for some blood 'n guts.

NBA JAM*Special Guest Players*

To find the hidden characters, follow the specific instructions for each player listed below.

Mark Turnell: Enter MJ, highlight "■" (the space character), press and hold **Up** (which will highlight the T), hold **START** and **2** and press **1**.

Sal DiVita: Enter SA, highlight M, press and hold **Left** (which will highlight the L) and press **1**.

Jamie Rivett: Enter RJ, highlight Y, press and hold **Up** (which will highlight the R) and press **1**.

Bill Clinton: Enter AR, highlight R, press and hold **Up** (which will highlight the K), hold **2** and press **1**.

Al Gore: Enter NE, highlight M, press and hold **Down** (which will highlight the T), hold **2** and press **1**.

Dan "Weasel" Feinstein: Enter SA, highlight Y, press and hold **Left** (which will highlight the X) and press **1**.

Asif "Chow-Chow" Chaudhri: Enter CA, highlight S, press and hold **Left** (which will highlight the R), hold **2** and press **1**.

Tom "Scruff" Rademacher: Enter RO, highlight K, press and hold **Up** (which will highlight the D) and press **1**.

Eric "Kabuki" Kuby: Enter QB, highlight T, press and hold **Down** (which will highlight the space character) and press **1**.

Eric "Air Dog" Samulski: Enter AI, highlight Y, press and hold **Up** (which will highlight the R), hold **2** and press **1**.

Warren Moon: Enter UW, highlight F, press and hold **Up** (which will highlight the space character), hold **START** and press **1**.

George "P-Funk" Clinton: Enter DI, highlight R, press and hold **Right** (which will highlight the S),

hold **2** and press **1**.

Secret Power-Ups

The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode," Power-Up Defense, Power-Up Fire). These cheats must be performed at the pregame screen that says "Tonight's Match-Up."

Shot Percentage Indicator: Press the **2** button, then press and hold **2** and **Down** until the tip-off.
"Juice Mode": Press the **1** button 13 times, then press and hold **1** and **2** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **1** button 15 times.

Power-Up Defense: Press the **1** button five times.

Power-Up Fire: Press the **2** button seven times, then press and hold **2** and **Up** until the tip-off.

Power-Up Dunks: Rotate the directional pad 360° and press the **1** button 13 times.

PSYCHIC WORLD*Sound Test/Level Select*

Press and hold **Up** and **Left**, **1** and **2** then press **START** during the main title screen. If you've done this correctly, you'll see "Special Mode" on the screen along with "Sound Test ED." You can adjust the ED by pressing **Up** to increase the number of the test. If you press **1** and **2** while it reads ED, a number will appear on the last line, and it should now read "Round NO 1." Press **Up** or **Down** and you can scroll through and pick which of the four levels to start at. When you begin play on any of the four, you'll start with all the items you would have normally received playing to that point.

QUEST FOR THE SHAVEN YAK STARRING REN HOËK & STIMPY*Passwords*

AURGHH—The Stinking Dry Desert

ZONNNK—The Stinking Wet Bayou

YYOWWW—The Perilous Mount

Hoëk

ZOWCHH—The Great Frozen North

SAMURAI SHODOWN*Play As Amakusa*

Press **X** three times while the Takara logo is on the screen. Start a one-player game, and you'll find that the end boss, Amakusa, is now one of the selectable characters. He also becomes playable when you have finished the game with any of the other original 11 characters.

**SHINING FORCE:
THE SWORD OF HAJYA***Rename Characters*

After choosing a name for the main character, put the cursor on "END," hold the **START** button and press **2**. Prince Nick will ap-

pear on the screen; give him a new name, then put the cursor on "END," hold the **START** button and press **2** again to access the character name configuration menus for the rest of your team.

Excellent Mode

Press **Down** several times as the letters of the Sega logo are shuffling around on the startup screen. You'll hear a warping noise to confirm the code, and you should see the word "EXCELLENT" on the title screen.

SHINOBI*Sound Test*

At the title screen, hold down button **2** and **Up** while pressing **START**.

SONIC THE HEDGEHOG 2*Stage Select*

At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the **lower left** position and hold it there while you press and hold the **1** and **2** buttons. While holding those buttons down, you must press **START** when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

SONIC CHAOS*Sound Test + Fireball*

To access a sound-test menu in *Sonic Chaos*, press **Down**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **Right**, **1**, **2**, **START** while the words "Press Start Button" are flashing on the title screen. At the sound-test menu, press **Up** or **Down** to change the sound numbers and press **2** to hear the sounds. Rotate the D-pad in a quarter-circle **Down**, **Down/Right**, **Right** and press **1** or **2** to make Sonic throw a fireball.

SPACE HARRIER*Hard Mode*

Hold the **1** button when turning on the Game Gear; the word "HARD" will appear on the screen as the Sega logo fades.

Easy Mode

Hold the **2** button when turning on the Game Gear; the word "EASY" will appear on the screen as the Sega logo fades.

TENGEN WORLD CUP SOCCER*Shootout Mode*

Choose "World Cup" from the main menu and select the "Password" option. Change the first two letters of the password to "PK," then press the **1** button. When you return to the main menu, choose "Exhibition." Pick your teams and you'll enter a shootout game.

3DO tips



BATTLESPORT

Secret Character

At the title screen—when the words "Press Start to Continue" are flashing—press P to access the main menu. Next, enter the following code very carefully: Press Left and release, hold L, press and release C, release L, press and release B, press and release A, hold L, press and release A, press Right. You'll hear the announcer say, "Oh, my! I think we've got a cheater!" Now choose an exhibition match or the "instant action setup" and you'll find a powerful secret character named Kubo who can be chosen as your opponent.

Secret Tank

As above, access the main menu and enter the following code very carefully: Hold R, press and release B, release R, press and release C, hold L, press and release Right, release L, press and release A, hold L, press and release A, press and release B, release L, hold R, press Right. You'll hear the announcer say, "Oh, my! I think we've got a cheater!" Now start the game in any mode; when it's time to choose a vehicle, you'll find a new tank called the Invader.

CAPTAIN QUAZAR

Super Power-Up

At any time during the game, press P to pause, then press L, R, L, R, L, R. You'll hear Quazar say, "Whoa-ho-ho!" When you press P again to return to the game, you'll have maxed out health, cannon ammo, missiles and grenades. Repeat this code whenever you're low on health or supplies.

Walk Through Walls

At any time during the game, press P to pause, then press R, L, B, B, B, R, L, Up. When you press P again to return to the game, all of the walls and stationary obstacles in your immediate surroundings will disappear for just a few seconds, allowing you to walk right through.

DEMOLITION MAN

Blood Code

At the title screen, hold the R button and rotate the D-pad clockwise until seven splashes of blood appear on the screen. Now you can see blood in the game when you shoot somebody.

Stage Select

Pause the game on any level, then press L, A, Up, Down, R, Up. The password box on the paused screen will change to read "#PWR" to indicate that the code is in place. Next, while the game is still paused, press and hold the B button to get the level-select to appear in the password box. While holding B, press Up or Down to choose a stage, then release B to warp there.

DOOM

Cheat Codes

During the game, hold B and press P to access the map. Next, input one of the following cheats. These codes must be entered at the map screen while the game is running—they won't work while paused—and each one will be confirmed with an explosion sound when you press the last button in the sequence:

See the entire map—L, R, R, A, Left, Left, Up, A, C.

See all of the items on the map—L, R, R, Right, Up, B, B, Left, R.

God Mode (Invincibility)—Up, Right, A, B, A, Down, A, L, L.

All weapons and keys—A, Left, A, B, A, Right, A, C, A.

Start at any level—L, Up, C, C, R, Down, A, Left, Left.

Two extra screen sizes—Up, Right, L, Up, Right, Right, R, A, Left.

IFA INTERNATIONAL SOCCER

Cheat Codes

Each of the following codes should be entered with the A, B, C, L and R buttons while the game is paused; a message will appear to confirm each one. To deactivate a certain code, just enter it again:

Invisible Walls: A, B, B, A, C, A, B, A, B, A

Crazy Bounce: L, A, B, A, R, A, C, A

Laser Ball: L, A, C, R, B, A, L, L

Giant Player: B, A, B, A, R, B, A, B, B, A, R

Big Ball: B, C, B, A, L, L, A, B, A, L, L

Radical Curve: C, A, R, C, A, B, R, A, B, B, L

Brute Mode: R, A, B, B, A, C, L, L, B, A, C, L

Hot Potato: C, R, A, B, B, R, L, A, B, A, B, B, R

FOES OF ALI

Cheat Mode

Start a game in any mode. When the fight begins, press the P button to pause. Then, at the "Pause" menu, hold the L and R buttons on top of Controller 1 and press C. A secret "Cheat Codes" menu will appear. Enter any of the following passcodes to get different effects—but please be aware that some of the

cheat codes listed below may crash the game or even reset the 3DO machine in certain situations.

AIAT—Changes Boxer 1 into a computer-controlled fighter; enter the code again to regain control with Controller 1.

AIBT—In a one-player game, this code makes Boxer 2 playable with Controller 2; enter the code again to return control of Boxer 2 to the computer. In a two-player game, this gives control of Boxer 2 to the computer; re-enter the code to restore Controller 2. (This is a great cheat for one-player games—particularly in Tournament or Career mode—because it allows you to stop your opponent from fighting back.)

PADC—This code activates Controller 3 for special cheat functions; let's hope you've got a third controller. Once you've entered this code, the button on Controller 3 will have the following effects:

A: Knock down Boxer 2 for six seconds.

B: Cut the right eye of Boxer 1. Press this button three times and the referee will stop the fight.

L button: End the current round and immediately advance to Round 10.

GEX

Invincibility

Pause the game, hold the R button and press Left, C, Down, Up, Up, C, Left, Right, A, Right.

99 Lives

Press the P button to pause the game, then hold the R button and press Left, C, Down, Down, Right, A, C, Up, Left, A.

Stage Select

You must be at a map screen for this trick to work. At any map screen, press P to pause, then hold the R button and press Left, C, Down, Left, Right, Right, Up, Right, Right. The top-secret stage-select menu will appear. Be careful when using the menu, as some of the options may cause the 3DO to reboot. You may even find some unfinished stages that didn't make it into the final game.

JOHN MADDEN FOOTBALL

Giant and Midget Refs

While playing, pause the game and press Right, Down, Left, Up, Right, Down. When you continue the game, you'll find that the ref has become a giant. To make the referee small, pause the game and press Left, Down, Right, Up, Left, Down, Right. When you hear the whistle, you'll have a midget ref.

JOHNNY BAZOOKATONE

Passwords

Level 1—SOFTCELL

Level 2—LOVESHAK

Level 3—STIRITUP

Level 4—LIVEAID

Level 5—PLECTRUM

KILLING TIME

Cheat Mode

Start a new game and enter your name as ".EVORGRAH" (be sure to start with the period). Highlight "OK" and press A; the screen will darken and the name will disappear. Now you can enter a "name" to start at different levels with different power-ups according to the following formula: The first two characters should be periods ("..") followed by a two-letter code representing the stage you want to jump to. Many different combinations take you to different levels—try AT, A1, A2, A3, A4, A5, A6, BL, CY, C1, DN, EW, E1, E2, E3, GH, H1, H2, H3, KT, K2, LB, LG, L1, SW, S1, S2, S3, UH, UW, U2, U3, U4, WC, WW, W1, W2, W4, or W5. Next, add one or more of the following characters to the password for other bonuses:

A, B, C, E, H, L, M, N, R—Winged Vessels

0, 1, 2, 3, 4, 5, 6, 7, 8, 9—Keys

D—Double Pistols

F—Flamethrower

S—Shotgun

T—Tommy Gun

Q—Map coordinates

V or X—100% health

W—75% health

I—Invincibility

Here's a sample "player name" that was created using the above information: Enter ".UH1234ABCDEFI" to start in the Upper Hall with four keys, four winged vessels, double pistols, the flamethrower and invincibility.

MAZER

Power-Up Codes

Just before the start of each level—when the full-screen photo of the current stage name is on the screen—you can earn power-ups by pressing certain controller buttons as follows:

- Press C, A, B, A, C to start the stage with one Super Shield.
- Press B, A, C, C, B, A to start the stage with 30 rounds of Triple Attack power.

• Press B, C, A, C, A to start the stage with 30 rounds of Rapid Fire power. These codes do not work in the maze bonus rounds.

Blood Feud

Before the start of any level in a two-player game—when the full-screen photo of the current stage name is on the screen—press A, A, C, A, B. The words "BLOOD FEUD" will appear on the screen. In this mode, the object is to compete with the other player, the last player alive wins the match and gets the points for the "Boss Kill" for a normal level.

Be the Boss

Start a one-player game with Controller 1; then, before the level starts—while the photo of the current stage name is on the screen—press C, B, B, A, A, C on Controller 2. The words "BE THE BOSS" will appear on the screen. In this mode, Player 2 controls one of the drones that are attacking Player 1; you'll see that the controllable drone is a lighter color than the others. Player 2 can also switch to different drones by pressing the C button. Best of all, when the boss appears, Player 2 will be controlling it.

Secret Option Menu

During Mazer's full-motion video demonstration mode, press and hold the L and C buttons on Controller 1.

THE NEED FOR SPEED

Practice Mode

At the Options menu, highlight "Skill Level" and quickly press X, R, A, L in rapid succession, continuing to hold each button so that all four are held down at the end of the sequence. This is tough; it must be done extremely fast. The "Skill Level" indicator will turn from yellow to pink. Start playing the game and there will be no traffic or cops. (No records or scores can be saved in this mode.)

VS. Rocket Scooter

Play the game for at least ten seconds, then pause to go into instant replay. Rewind to the start of the replay buffer. Press R, Down and B simultaneously on Controller 2. Quit your race and start a new one; you'll be racing against a rocket scooter.

Nitro Charging Performance Boost

Enter a game and immediately press L, R and Up on Controller 2 plus L, R, A and C on Controller 3. A car crash message will flash on the screen. Exit the game and, in all subsequent games you play, engine torque and power will be increased by 20% for the faster cars and 30% for the slower ones to keep them all at the same level.

OUT OF THIS WORLD

Secret Game

Go to the Password screen and enter the code BRGR. Press "OK" and you'll go to a Breakout-style game called Stalactites

PLUMBERS DON'T WEAR TIES

Remove "Censored" Symbols

To remove the "censored" symbols from this adventure, press Up, Down, Right, Left, Down, Right, X while the girl is talking at the start of the game.

REBEL ASSAULT

Stage Skip

Start the game and wait for the LucasArts logo to spin onto the screen. As soon as it starts to appear, press Up+A, Down+A, Left, A, Right+A; repeat this code until you hear a bell ring and a chorus of voices singing, "LucasArts!" With this cheat in place, start the game. When you want to skip any stage, just press the C button to be warped instantly to the next one.

RETURN FIRE

Stage Select

Enter the password WOLF to access any level in a one- or two-player game.

Debug Menu

With the WOLF password in place as described above, start a game and press L+R+P simultaneously.

SHADOW: WAR OF SUCCESSION

Cheat Mode

At the difficulty selection screen, press Down, Down, Left, Right, Up, Up on Controller 1. This turns on the cheat mode. During a match, press the L button to instantly kill your opponent.

SPACE PIRATES

Secret Scene

First, rescue the commander. After you enter the transporter, choose the TV monitor at the lower-left corner of the screen. When you arrive at that scene, you'll see a cow's skull on the ground. Shoot the skull several times to see a hidden scene with Mad Dog McCree.

STARBLADE

Super Rapid Fire

When the title screen fully appears, press Up, Up, Down, Down, Left, Right, A, A, B, B, C, C. Now start the game and hold the fire button down to blast like crazy.

Infinite Continues

When the title screen fully appears, press Up, Right, Down, Left, A, B, C, Up, Left, Down, Right. Instead of the usual three continues, you'll be in "Free Play" mode.

STELLAR 7: DRAXON'S REVENGE

Infinite Energy & Power-Ups

Enter the following code at the main menu with the L and R buttons on top of Controller 1: L, R, R, L, R, L, L, L, L, L, L, R, L, L, L, L, L, R, L, L, L, R. You'll see the Stellar 7 insignia change to "Wimpy 7" as the word "CHEATER" appears briefly over Draxon's face. Now when you start the game, you can press the L button to refill your energy at any time and press R whenever you need to replenish your supplies.

SYNDICATE

Cheat Password

Start the game and choose "Configure Company" from the main menu. Select the "Company Name" option and enter "NGOR MAT" as the name of your company (with a space between the "R" and the "M"). Now choose "Begin Mission"; you'll find that every location on the map is available for you to play. You'll also have tons of extra money.

TOTAL ECLIPSE

Stage Select

Go to the Options screen and select the "Quit/Previews" box. When you're there, hold the X button down and press B, L, A, then release X and press B, L, A, B, L, A. If you do the cheat correctly, you'll hear the sound of a blast door opening, and the Crystal Dynamics logo will appear in the Options box along with the Stage Select.

WAY OF THE WARRIOR

Boss Codes

Go to the NAMES option on the main menu and enter the name "A GAVIN" (with a space between A and GAVIN) and the birthday JUN 11 1970. Now, at the character-select screen in Versus Mode, you can choose Kull by moving the cursor to Crimson Glory and pressing Right. To play as other boss characters in Versus Mode, follow these same instructions with the following names and dates:

• High Abbot—"J RUBIN" JAN 6 1970

• Voodoo—"EVIL" JUN 6 1966

• Major Trouble—"BAD BOY" FEB 4 1908

• Black Dragon—"WYVERN" MAR 9 1927

• Gulab Jamun—"GULAB" FEB 29 1900

Psychedelic World

Go to the NAMES option on the main menu and enter the name "PARANOID" and the birthday MAY 5 1975. Now go to the ARENA option and select "Cave"; you'll be fighting in an arena stage with a single tug-of-war energy bar.

Hidden Space War Game

Select the two-player "VS" mode. The player on the right should select a character, point the D-pad diagonally in the Down/Right position and also hold the A, B, C and START buttons. The left player should choose a character, point the D-pad diagonally in the Up/Left position and also hold the L, R and START buttons. You'll enter a hidden Space War game that allows up to four players to participate simultaneously.

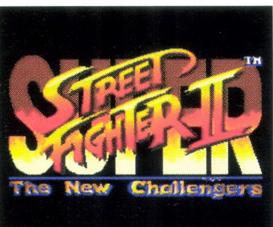
WING COMMANDER III: HEART OF THE TIGER

Cheat Menu

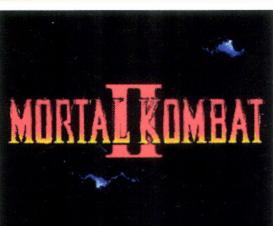
To access a cheat menu, you need to reach the "New Game/Load Game/Continue" menu screen. (This screen will appear automatically if you have a saved game in memory; if you can't get there, the easiest thing to do is to fly the first mission and get killed. The "Continue" menu will appear after the "Funeral.") At the "Continue" menu, press and hold the L button, then press and hold the P button; you'll see the cursor cycling through the available options. Continue to hold those buttons down and press A while the word "Continue" is highlighted. You'll get a debug menu with tons of options. Some of them simply don't work and others will prevent you from returning to the game without restarting the machine.



GENESIS



1. \$*o.G!187*\$ (Los Angeles, CA)—3694
2. Kosd1R?-Bandit! (San Pablo, CA)—3419
3. THE GAME DEMON (Cudahy, CA)—3364
4. Skyfire (Cupertino, CA)—3328
5. RICO* (San Jose, CA)—3262



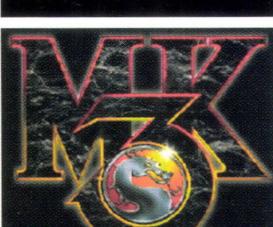
1. *The Master Jon (Decatur, GA)—4117
2. PHOR (Jersey City, NJ)—3952
3. Mid-Knight Lover (Hoboken, NJ)—3911
4. SHAMGOD!!! (New York, NY)—3674
5. NECRON (San Mateo, CA)—3568



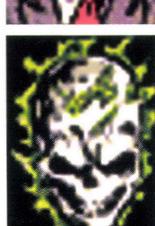
1. The Master Jon (Decatur, GA)—3626
2. Mk2assassin (Montebello, CA)—3559
3. MK3 Champion (Chamblee, GA)—3523
4. THE UNKNOWN XXX (New York, NY)—3509
5. MITSURUGI (New York, NY)—3505



1. Champion (DoA) (Ontario, CA)—4348
2. Mad KiLLah (Fontana, CA)—4184
3. ultra combo (SuP) (Chalmette, LA)—4153
4. Da Mad Killa (SNR) (Fontana, CA)—4149
5. Dream Theater+ (Miami, FL)—4011



1. FA FA FOOEY (Las Vegas, NV)—4708
2. PaiNFuL iStiMa (Las Vegas, NV)—4640
3. \$Dead/President\$ (Brooklyn Park, MN)—4635
4. Artemis Entrere (Minneapolis, MN)—4546
5. The Unholy*ice** (Hiloah Gardens, FL)—4258



1. Lord G a m e G o d (Phoenix, AZ)—8179
2. CYBER CRIP (Phoenix, AZ)—7939
3. =(D)estr(O)y(A)= (Jonesboro, GA)—7209
4. =BLoOdsHEd=DoA (Atlanta, GA)—7158
5. =LoRd*GaUgE=Doa (Atlanta, GA)—7105

FIGHTING-GAME TOP 5 LISTS

Each month, **TIPS & TRICKS** teams up with **Catapult Entertainment** to bring you a recap of the top fighting-game fanatics who have dominated the **XBAND Video Game Modem and Network**, defeating foes from all over the country. This issue's lists cover the month ending **July 1, 1996**. If you want to get into **XBAND**, stop by your local **Electronics Boutique, Software, Etc., Babbage's or Toys 'R' Us store**, or visit **Blockbuster Video** and check out the **XBAND instructional/demo video**—it's a free rental!

XBAND Top 5 Lists



**Codes for use with
Galoob's Game Genie
Video Game Enhancers**

**Tecmo Super Bowl III
Super NES**

DF67-4709—3-minute quarters only last 1 minute
C9B7-CD08—Infinite downs
DFBA-17AC—Touchdowns worth 0 points
DFBA-17AC—Touchdowns worth 2 points
DFBA-17AC—Touchdowns worth 5 points
DFBA-17AC—Touchdowns worth 9 points
DB63-CDDC—Safety is worth 0 points
DB63-CDDC—Safety is worth 1 point
DB63-CDDC—Safety is worth 5 points
DB63-CDDC—Safety is worth 9 points
D7AE-4706—Field Goals worth 0 points
D7AE-4706—Field Goals worth 1 point
D7AE-4706—Field Goals worth 5 points
D7AE-4706—Field Goals worth 9 points
C2C0-47DC—Computer can't score
DBA3-172D—Start with 0 time-outs
DBA3-172D—Start with 1 time-out
DBA3-172D—Start with 5 time-outs
DBA3-172D—Start with 9 time-outs
A9EE-44DB—Infinite time-outs

**VR Troopers
Genesis**

AAGA-AAA2—Infinite timer
AGJT-AAFL—Start with very little energy
CCJT-AAFL—Start with 1/4 energy
ECJT-AAFL—Start with 1/2 energy
F8JT-AAFL—Start with 3/4 energy
AGKA-AAAJ—Opponent starts with very little energy
CCKA-AAAJ—Opponent starts with 1/4 energy
ECKA-AAAJ—Opponent starts with 1/2 energy
F8KA-AAAJ—Opponent starts with 3/4 energy
AAET-AABG—Carry your match timer into the bonus rounds
CAGA-AAAR—Timer counts by ten

**Phantom 2040
Game Gear**

509-309-A2A—Start with 50 bullets for your normal gun
759-309-A2A—Start with 75 bullets for your normal gun
999-309-A2A—Start with 99 bullets for your normal gun
005-A9E-E6E—Infinite bullets for your normal gun
019-419-E66—Start with 1 life
059-419-E66—Start with 5 lives
099-419-E66—Start with 9 lives
993-2AC-F72—Always collect max bullets for your normal gun
7EE-509-3B7—Almost infinite energy; switch off to kill some enemies



**Codes for use with
Interact Game Products'
Game Shark Video Game
Enhancers**

**Frank Thomas
Big Hurt Baseball
Saturn**

F6000914-C305 + B6002800-0000—Master code (must be entered)
160ADBA8-0500—Player 1 always wins
160ADBA8-0005—Player 2 always wins

**Golden Axe: The Duel
Saturn**

F6000914-C305 + B6002800-0000—Master code (must be entered)
16078A5C-0080—Infinite health, Player 1
16078B50-0080—Infinite health, Player 2

**Road Rash
Saturn**

F6000914-C305 + B6002800-0000—Master code (must be entered)
1607407E-FFFF—Infinite cash
16074074-0709—Have Stiletto bike

**Skeleton Warriors
Saturn**

F6000914-C305 + B6002800-0000—Master code (must be entered)
1607EBCA-0064—Infinite Star Sword
1607EBBE-0064—Infinite lives
1607EBB6-0064—Infinite health

**Frank Thomas
Big Hurt Baseball
PlayStation**

80173BD8-000F—Team 1 always wins

**Darkstalkers
PlayStation**

800CD1A0-0090—Infinite health, Player 1
800CD514-0090—Infinite health, Player 2

**PO'ed
PlayStation**

801DB760-0064 +
8009ABA0-0064—Infinite health
8009ABA8-0032 +
8009AC70-0100—Have jetpack

**Skeleton Warriors
PlayStation**

801DB760-0064—Infinite health
801DB774-0064—Infinite Star Sword
801DB768-0064—Infinite lives

**Top Gun: Fire at Will!
PlayStation**

801CFECC-0064—Infinite AGM missiles
801CFECD-0064—Infinite MIRV missiles
801CFEBC-0064—Infinite Surefires



**Codes for use with the
3DO Game Guru Video
Game Enhancer**

Secret Video Scene

At the main menu, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEVIDEO2" and press C; you'll be taken on a three-minute video tour of the offices of Symbiosis Media and meet the creators of the Game Guru.

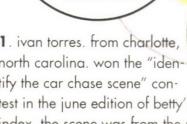
Music Select

As above, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "SONG2" and press C; you've just changed the Game Guru background music to a different tune. Try entering different numbers, from "SONG2" to "SONG9" to find the one you like best; to restore the default background music, enter the code "SONG 1".

Secret "Advanced" Mode

As above, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEPOWER" and press C. You'll get a "Warning" screen that asks if you really want to go ahead; be brave and choose "Yes". You now have access to the most dangerous and exotic functions of the 3DO Game Guru, including association and optimization functions as well as a full-featured hex editor that will give you the power to seriously screw up your saved-game files. Don't mess with this unless you know what the terms "NVRAM" or "CRC" mean; if you want to go back to the way things used to be, just choose "File Related" from the main menu and delete the "GameGuru.CFG" file from memory, then turn the 3DO off. When you reboot, the default CFG file will be restored.

we like lips...



1. ivan torres. from charlotte, north carolina. won the "identify the car chase scene" contest in the june edition of betty's index. the scene was from the movie bullet, starring steve mcqueen. ivan was the first to send in his answer along with this picture of himself. congratulations! you win! 2. zack. from the new tecmo fighting game, dead or alive, which should be in the arcades this fall. with the red hair and tattoos, zack looks a lot like the chicago bulls' dennis rodman, eh? notice the air max. (did you know that it costs only \$1.25 to manufacture a pair of nikes?) profile: american, 25 years old, his blood type is o, his birthday is april 3, at 180 cm tall, he weighs in at 78 kg, his expertise is kick boxing, he's also a dj and he likes ice cream. 3. amy driscoll. from louisville, kentucky. also answered the bullet question correctly, but ivan beat her letter to us, sorry! no prize. 4. kristine w. you might like her new album, land of the living. you might not. you might consider it danceable. you might not. she's from las vegas and likes wigs and feathers. 5. michael smith. from crosby, texas. his was the last letter received with the correct answer at the time we went to print. congratulations! booby prize. 6. peko's bar peach fizz. it's not really a bar; they're two-sided discs, one side pink and one side white, with a picture of peko herself embossed on one side of the candy. it is peachy and it is fizzy. 7. aero. "it's the bubbles that make aero special." there are tiny little bubbles throughout the chocolate bar that make it light and crumbly. chocolate bubbles may spur memories of choco-lite, the now non-existent chocolate bar that satisfied so many of our cravings. aero isn't as good as choco-lite. choco-lite was richer, denser and creamier. (sigh.) we love bubbles, but for the same amount of money and fat calories you could have a dove bar (dark chocolate). 8. dragon ball z fan. when you're out dancing and you get really hot, you'll need one of these. it will also come in handy during p.e. 9. attack. candy cigarettes. eat cigarettes. don't smoke them. you'll get heart disease, lung cancer and very unsightly wrinkles around the mouth and eyes. 10. super mario 64. don't forget. nintendo 64 and super mario 64 will both be released this month.



1. Line your lips with lip pencil. Follow your natural lip line.

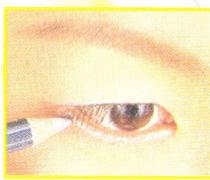
2. Blend with finger-tips.

3. Fill in with lipstick.

Don't forget that purple lips are in this fall. Try any of Estee Lauder's new Purple Reigns collection: Discreet, Racy or Naughty. Drinking grape juice might do the trick. Try drinking it from a wine glass. You'll feel more sophisticated. And if you're going to bring attention to your lips by drinking grape juice from a wine glass, then you'd might as well remember to moisturize them. And then there's sunscreen. Choose a lip balm with sunscreen protectant.



we like eyeballs...



the tootsie roll

A century of chocolate-y chew. Did you know that the Tootsie Roll is 100 years old this year? Waxy chocolate. Yummy.



and we love
HOMER SIMPSON.

veggie burger

The next time you yearn for a burger, try a Veggie Burger. They're delectable.



this girl loves sonic



Don't you wish you had this much Sonic paraphernalia?



September is a good month to play tennis.

You can't just run away from your problems any more. From now on, you'll have to think on your feet.



Jumping, ducking and dodging have always been a critical part of any button-bashing Mario adventure. But with the new Super

Mario RPG you'll also be pushing every brain cell you've got. • That's right. You and the world's most



You'd never want to be on the bad side of your new pal Mallow. His thunderbolt Special Attack brings a blast of lightning down on any enemies in sight.

this fully-rendered role-playing game! • It's the best of both worlds. One minute you're neck and neck at the Yoshi Races. The next you're gambling the night away at the

Grate Guy's Casino. And, in between, you'll

have to test your brains on mind-mushing riddles and new action-

puzzles. Of course you'll find plenty of new friends who can help out. But they'll need your help



heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a clas-

sic Mario adventure. Plus, meet the mental challenge as the story unfolds in



You want a new kind of Mario action? Try the Yoshi races. But here's a tip. If you don't hit the buttons to the beat, you'll get beat.

in return. Without you, Mallow will never find his true family. Geno will never become a real boy. And Booster will never find a bride. • You'll also

bump into all kinds of new bad-dies, plus classic goons from every Mario game in history. Only now, they're rendered in ACM with a 3-D, three-quarter overhead view. • So get ready

for all kinds of new Nintendo

action and brain-bending Square Soft adventure.

Remember, running and jumping is a great start. But this time around you'll also

need plenty of

brains to finish.



Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.



Finding Frogfucious is a wise move if you want to know more about your future quest.





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"...a rare achievement."

--Next Generation



"The 3D engine is first rate."

--Next Generation

"...a real winner!"

--EGM



For a sneak peek check out Alien Trilogy at

<http://www.acclaimnation.com>

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